PRIMA'S OFFICIAL STRATEGY GUIDE

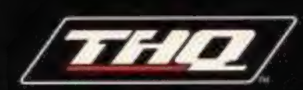
AIDYN CHRONICLES
THE FIRST MAGE™

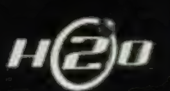
DETAILED MAPS FOR ALL OF AIDYN



The Stratton Bros.

primagames.com®







This strategy guide is based on a Teen-rated video game.

Aidyn Chronicles: The First Mage™

Prima's Official Strategy Guide

Bryan and Stephen Stratton

Prima Games
A Division of Prima Communications, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com



Project Editor: Candace English
Senior Product Manager: Jennifer Crotteau

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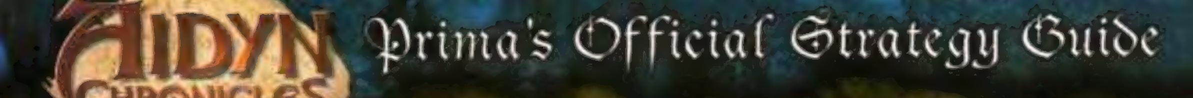
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Bryan Stratton would like to thank Holly once again, because it can't be said enough; everyone at the late, lamented Gamers.com (with one leathery exception); the Central Vermont Boys, who taught me everything I needed to know about hacking and slashing; Warren Heaven for his penetrating insight; baby brother Steve for tireless map work far above and beyond the call of duty; and little Aidan Lodge, who's still too young to hold an N64 controller, much less to know that they misspelled his name.

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All your base are belong to us.



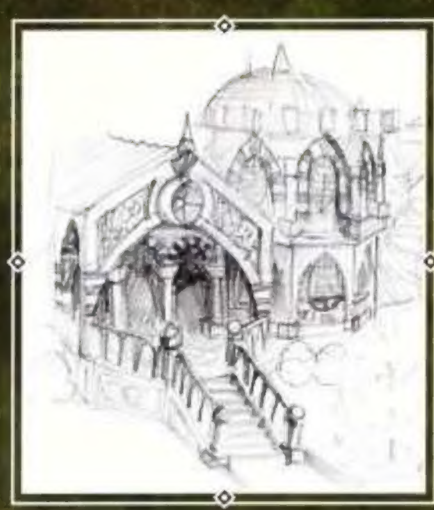
An Introduction to Aidyn Chronicles: The First Mage

Welcome

Aidyn Chronicles: The First Mage is the first true 3-D role-playing game (RPG) for the Nintendo 64. If you're strictly an N64 gamer, you might not be familiar with RPGs. Unlike many other games in which you're given one character to control, RPGs often put you in charge of a group of characters with different strengths, weaknesses, and abilities. And rather than depending on split-second timing and precise control, most RPGs require more strategy to succeed.



Aidyn Chronicles is the adventure of Castle Gwernia's young squire Alaron, who must undertake a quest to save his homeland and discover his origin and potential. He'll face many powerful enemies—from Goblin hordes to traitors to the crown—but he'll have help from fellow adventurers such as Abrecan, Gwernia's greatest knight. Along the way, Alaron will meet characters from various races; some will mean him good, others will try to lure him to his doom.



Of course, there will be plenty of fighting. When Alaron and company are on the road, monsters confront them in 3-D scenarios. All combat in *Aidyn Chronicles* is turn-based, meaning that every hero or enemy takes turns attacking, casting spells, or running away when the odds are unfavorable. Mastering the art of combat is essential to guiding Alaron toward his destiny.



When Alaron and his party begin their adventure, they'll have a tough time defeating the lowliest Giant Rat or Wolf, but as they progress, even the mightiest foes will fall to them. As is typical in most RPGs, your characters gain power by earning experience from battles, which lets them learn new skills, enhance their physical abilities, or study spells. Constant battle can be wearying, but whatever doesn't kill your party makes it stronger.



Your characters will also fare better in fights if they are properly equipped. Characters can wear armor, wield weapons, and carry accessories that improve their performance. Sometimes you'll find these things in locked chests, and sometimes you'll take them from the bodies of fallen foes, but most often, you'll have to purchase them from shopkeepers in towns. Speak to every character you meet; you might get the chance to purchase something, find a new ally, or simply get some helpful information. Above all, keep your eyes and ears open—Alaron depends on you to help him get to the end of his story.



About This Book

This strategy guide addresses every aspect of *Aidyn Chronicles*. Each chapter of the walkthrough begins with a list of the enemies you'll likely encounter, so if your party isn't up to snuff, fight some weaker enemies for Gold and Experience Points, purchase better equipment, and/or train your party in new skills before you enter the next Act.



Each walkthrough section features a detailed map of the area you'll be exploring, with all of the encounters, treasure, and special items you might come across. Use the map to locate items that will help your party on its quest. Beware, however; straying from the path might lead you into an area that your party isn't ready to handle.



The walkthrough is designed to help you get Alaron and company from one objective to the next with minimal fuss. The walkthrough's early chapters tell you where to find most hidden items, but as the game progresses and more areas open up, you'll have to rely on the maps to find the hundreds of hidden items; *Aidyn Chronicles* is set in an enormous 3-D world—those willing to explore it will be well rewarded.





Finally, at the end of this book are three Appendices that detail skills, magic, weapons, items, potions, armor, and enemies. These will prove helpful when you encounter an unfamiliar monster or find yourself shopping for better armor. Good luck!

A Beginner's Guide to Aidyn Chronicles



Friendly Faces

There are thirteen characters who can undertake Alaron's quest. Because you can only have four characters in your party at a time, you want to give each one some serious consideration before deciding who to include. Some, such as Rheda, might require a little persuading to join you. Others, such as Abrecan, are ready to help after you've asked them politely. In general, you want a good mix of front-line fighters, long-distance magic users, and thieves. Don't put too many eggs in the same basket; you'll need a variety of skills to survive the challenges that await Alaron and company.

Alaron

Aidyn Chronicles' main character, Alaron, is a headstrong young squire from Gwernia whose eagerness to prove himself often conflicts with his inexperience. Orphaned as an infant after a Goblin raid, Alaron was adopted by the King of Gwernia, who seems to have a special affection for the boy. The knight Abrecan, however, resents Alaron's headstrong attitude and fears that if Alaron continues to leap before looking, he'll tarnish the reputation of the castle knights...if Alaron lives long enough to become one, that is.

Alaron is a good all-around fighter with some talent for magic. He is best used as the second melee fighter in the party (after Abrecan) or as the primary Wizard (if you don't choose Rheda or Godric). And although no character can be resurrected after reaching zero hit points, the game actually ends if Alaron is killed, so building him up as a magic-using melee fighter is a good idea.

Abrecan

Captain of the Gwernian knights and possibly the greatest living Warrior in the kingdom, Abrecan's prowess in battle is matched only by his surliness in social situations. He never misses an opportunity to grumble at Alaron or Brenna, and very few of his compatriots' misdemeanors escape his notice. But behind the hard exterior is a committed, disciplined warrior who wants nothing more from life than to serve his king and country and uphold the honor of the Gwernian knights.

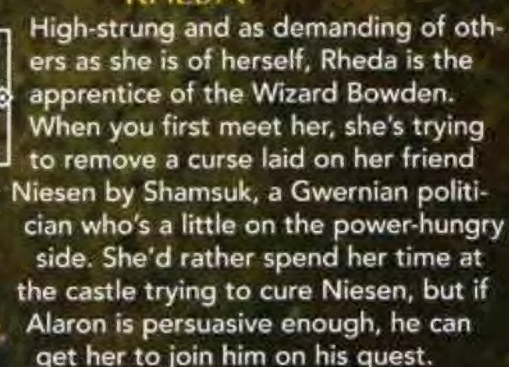
Abrecan becomes available in Act One, when you first return to the castle. Abrecan is good for two things: absorbing punishment and dealing it out. He is vital to any low-level party because he's able to destroy Minotaurs and Goblins without breaking a sweat while the weaker adventurers are having trouble with Giant Rats. He should be at the front of any combat, holding enemies back from the other characters, who are free to attack with magic or missile weapons (or to heal Abrecan). Build up Abrecan's already impressive physical stats and keep him in good armor and weaponry, and you'll have little to fear.

Brenna

You'd never know it from watching them, but the constantly feuding Brenna and Alaron are actually the best of friends. They have a great deal in common: Brenna was also orphaned while very young, but unlike Alaron, she had to make her own way in the world for a little while before being taken in by the King, which is why her thieving skills are unmatched. Like Alaron, she feels as if she doesn't get enough respect in Gwernia, especially from Abrecan, and she wants to find her place in the world as badly as Alaron does.

Although she hates being called a Thief, the fact of the matter is that Brenna *is* a Thief, and a good one. Without her Thief skill, Alaron's party has very little chance of getting the goodies out of locked chests. And without her Mechanician skill, some of those chests are likely to blow up in the party's face. Developing her talent with thrown weapons makes her a worthy addition to the group. You can take Brenna into your party in Act One, when you first return to the castle.

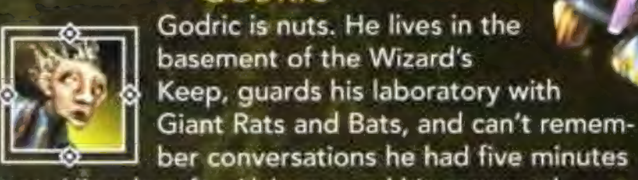
Rheda



High-strung and as demanding of others as she is of herself, Rheda is the apprentice of the Wizard Bowden. When you first meet her, she's trying to remove a curse laid on her friend Niesen by Shamsuk, a Gwernian politician who's a little on the power-hungry side. She'd rather spend her time at the castle trying to cure Niesen, but if Alaron is persuasive enough, he can get her to join him on his quest.

Skilled in the magic arts, Rheda is an initially weak Wizard who can become a powerful and valuable member of the party, provided there are a few warriors who can hold back the monsters. Rheda works best as support for the rest of the group, casting defensive and offensive spells. Improve her defensive stats, pour XP into her Wizard skill, and teach her every spell you come across.

Godric



Godric is nuts. He lives in the basement of the Wizard's Keep, guards his laboratory with Giant Rats and Bats, and can't remember conversations he had five minutes ago. His talent for Alchemy and his scattered knowledge of Gwernian history, however, almost make up for his mental lapses. You can invite Godric to join you in Act One, when you first return to the castle.

As much as you might like Godric's zany antics, he's probably not the best guy to pick for your party. Although he is a skilled alchemist, the Alchemy skill is one that any character can pick up and improve, compensating for his absence. Also, his potions require plenty of Herb, Spice, and Gemstones, so if you're hoping to use Alaron's or Rheda's spells, you may be frustrated by how quickly you run out of materials.

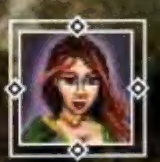
Becan



A former Gwernian knight, Becan left Gwernia and the King's service after the Goblin raids of Alaron's early childhood. His residence in Gwernia is still unoccupied, though, and he left his journal sitting on the kitchen table. It reveals that Becan did save the King's life, but he seems to have some regrets about the way he did it. Alaron can find Becan peddling wares in the Mirari village Erromon. If Alaron is especially persistent, he can convince Becan to once again take up the axe and crush some Goblin skulls.

Becan's fighting skills are comparable to Abrecan's. His biggest disadvantage is that he's slow. He doesn't get as many attacks as other characters and can't move as far during his turn. You can remedy his slowness by boosting his Dexterity with XP. Having Becan and Abrecan in the same party ensures a solid wall of blades and armor through which few enemies can pass.

Keelin



The daughter of well-to-do traders in Talewok, Keelin turned to a life of mischief when she was quite young, and she's only gotten worse as she's grown. If she can't get her way by using her womanly charms, Keelin isn't above using her light fingers or ever-present dagger to get the job done. The party first encounters her at the bridge to Port Saiid, and she becomes a selectable character at Port Saiid's Four Winds Inn.

Keelin is Brenna's rival in every way. By the time Alaron meets Keelin, Brenna has started hinting that she's a little jealous of the female attention he's been getting...and Keelin gives Alaron a lot of attention. She's also a very talented Thief, but would Alaron ever confess that she might be more talented than Brenna?

Arturo



With a head as thick as his Improved Plate Mail, Arturo is the quintessential big dumb fighter. His father was a Gwernian knight, but the closest Arturo ever got to meeting him was receiving his armor after he died. His drive to live up to the honor of the Code of Knights is limited only by his almost subhuman lack of Intelligence. The party meets him while he's "guarding" the bridge to Port Saiid, not letting even legitimate travelers and merchants pass.

Arturo's only good for one thing: fighting. Fortunately, he's really good at fighting. Not only can he dish out a great deal of damage, he can also absorb a lot of punishment. By the time Alaron meets him, he might be ready for a break from Abrecan, and Arturo is a worthy replacement.

Niesen



Niesen, one of Rheda's best friends from Gwernia, was cursed by the Wizard Shamsuk just before the beginning of the game. If he does not find a cure soon, he will slowly become undead. At the start of Alaron's quest, Niesen is only mentioned by name. He appears for the first time in Talewok, at Herne's Inn, and is available as a playable character when the party reaches Terminor. He and Alaron share much more of a past than either of them realizes.

Niesen is a very powerful and knowledgeable Wizard of the Elemental school and a decent alchemist. He's not much for melee combat, but he starts out with enough Stamina and Endurance to take a few good hits, and his arsenal of anti-Necromancy spells comes in handy against undead monsters.



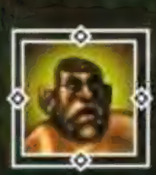
Donovan



Swashbuckling superhero or self-absorbed sword-slinger? Donovan thinks very highly of himself...so highly, in fact, that he has grown tired of giving fencing lessons to the children of aristocrats in Terminor, and longs for adventure. His prose (and armor) lean toward the melodramatic, but his skills as a Warrior and a Wizard compensate.

Donovan is available as a playable character at the beginning of Act Five. Find him in the last room on the right in the Staggering Ogre Inn. Rheda's obligation to Alaron's quest ends with Act Four, so Donovan (who is a Naming Wizard, like Rheda) might be a good replacement for her.

Baird



Baird's sheer size could give Arturo's bulk a run for its money, but, unlike Arturo, Baird has something between his ears. He is an able Warrior, and he fancies himself a poet. He will regale the group with tales of their legendary quest at every opportunity (even if he does run into a couple of tricky rhymes along the way). More importantly, he claims to know the Jundar desert south of Terminor like the back of his hand.

You'll find Baird hanging around the Staggering Ogre Inn's entrance at the beginning of Act Five. By the time the party returns to Terminor after Act Four, they've probably outgrown Arturo, and Baird's axe is a fine replacement for Arturo's sword. Baird is also a talented Loremaster and Troubadour, as opposed to Arturo who isn't a talented anything.

Sholeh



A Jundar woman living in the desert near Ugarit, Sholeh is one of the few of her kind who does not display the customary Jundar dislike and distrust of humans. She discovered the blind Wizard Fyrsil in the desert after he failed to stop Mago's magic storm, and she has cared for him ever since.

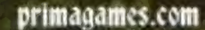
Sholeh is a strong warrior, deadly with missile weapons, and a good choice if you need to add some long-distance power to your party.

Dougal



Dougal is one of the last playable characters your party encounters, and one of the most well rounded. He's an accomplished Warrior and Troubadour, with strong Thief skills and some powerful magic to boot. Find him in Terminor's Staggering Ogre Inn after completing Act Five.

Unfortunately, Dougal is a little too good to be true, which you will discover if you add him to the party. When you reach Roughah's Lair in the Erromon tunnels, Dougal reveals himself as a traitor to the group and a servant of Rabisat and Chaos. He threatens to steal the Horn of Kynon and fights the party for it. Even if you win, you'll still be short a party member. Avoid Dougal at all costs.

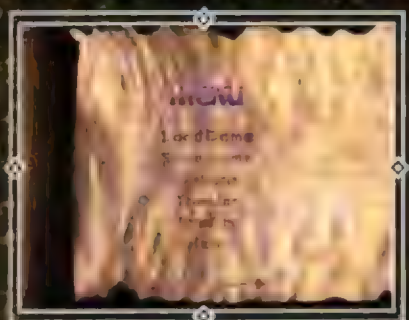


Menu Navigation

Like most RPGs, Aidyn Chronicles relies on a series of menus that let you load and save games, equip your characters, check Alaron's Journal, and much more. To access the Main menu, press START any time during the game except during a conversation or a battle. The Main menu is divided into three main sections—the Game, Character, and Trek menus.

The Game Menu

The Game menu is where you manage your game files, adjust the game settings, and access the Help menu.



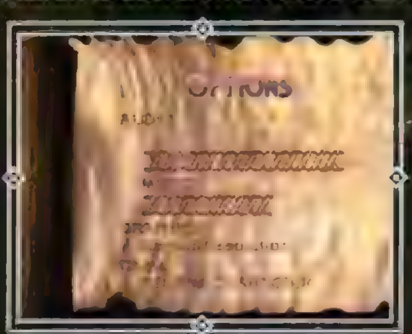
Save Game and Load Game

Use these options to save your characters' progress and load saved games. Use all four of the Controller Pak's save slots for the same game so you have as many as four different times and locations from which to continue your game.



Options

From the Options menu, you can adjust sound, music, and graphics, as well as rename Alaron. Renaming Alaron is useful when more than one gamer is using the same Controller Pak, because the Alaron character's name is displayed with every saved game.



Theater

During the course of the game, you will see cutscenes with dialogue. Once you have seen a cutscene in the game, you have also unlocked it in the Theater screen.



The Character Menu

The Character menu shows your characters' health, statistics, what they have equipped, and which skills and spells are available to them. The Equipment diagram on the left side of the screen shows which weapons, armor, and items a character is carrying. The character's level, hit points (HP), and gold are displayed in the upper-right corner.



Inventory

The Inventory lists every item the party owns. Selecting a new item automatically replaces any equipped item. Not all items can be equipped; pressing Ⓐ with a potion highlighted will use that potion on the selected character, and items at the very bottom of the list are special items used automatically in character interactions and spells.



Note

In all of the submenus, you can access more detailed information by holding ©▼ when a selection is highlighted.

Stats

The Stats submenu lists a character's six statistics (Intelligence, Willpower, Dexterity, Endurance, Strength, and Stamina) and their appropriate values. Numbers to the right of the statistics represent combat bonuses (for high scores) or penalties (for low scores). Below the list of statistics are the character's unspent Experience Points (XP), total XP, and the number of XP required to reach the next level. See The Battle System below to find out how statistics and experience affect your character.



Skills

The Skills submenu lists a character's current skills and proficiency level. Again, numbers to the right of the skills represent bonuses or penalties for high and low scores, respectively. See The Battle System below to find out how skills affect your character.



Spells

Magic users have their spells listed in the Spells submenu. If a character has no spellcasting ability, this submenu will be empty. See The Battle System below to find out how spells affect your character.



The Trek Menu

From the Trek menu, you can see your current position on the World Map (if you have one), check the date, camp, or read Alaron's Journal.

World Map and Calendar

If you've acquired a Map, it will be displayed on the left side of the screen, with a small blinking star indicating your party's position. Names of towns also appear on the map, but not every important location is listed. To the right of the Map is the Calendar, which indicates the month and day (represented with a black square), and also gives the phases of the moon, essential for Lunar-aspected characters.



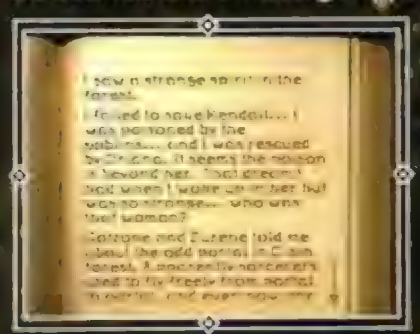
Camp

Camping is a good way to kill time and heal injured party members without using a lot of magic or healing potions. When you camp, your characters will either sleep peacefully and recover 1/4 to 1/3 of their HP, or monsters will ambush them during their rest. It's best to camp when night is falling (and your characters are mostly Solar-aspected) or when it starts to rain heavily, because rain brings a number of combat penalties with it.



Journal

Alaron automatically records important information in his Journal, and a message appears letting you know that the Journal has a new entry. Review the Journal entries whenever you need to jog your memory.



The Battle System

Knowing how to fight is the only thing between you and annihilation...or at least a good deal of frustrated restarting. Here, we'll take a look at the characters' abilities and the elements that affect battles.

Character Stats

Most of your character's abilities are determined largely by six statistics: Intelligence, Willpower, Dexterity, Endurance, Strength, and Stamina. You can raise these statistics with the Experience Points you acquire from battle. Higher-numbered statistics require more XP to raise than lower-numbered ones do. For instance, raising a character's Intelligence from 18 to 19 is more costly than raising it from 17 to 18. Each statistic affects your characters' chances of success in battle.

Intelligence (IN)

Intelligence affects your characters' spell casting ability. A higher Intelligence increases the likelihood of successful spell casting. It also slightly affects your characters' use of ranged weapons and determines the effectiveness of knowledge-based skills, such as Loremaster. High Intelligence is a must for all magic users.

Willpower (WL)

Your characters' Willpower scores determine their resistance to spells cast against them. With high Willpower, enemy spells do less damage and may fail altogether. Early in the game, when few enemies use spells against you, Willpower is not a critical stat, but as enemies become stronger and use more offensive spells, every character should work toward improving Willpower.

Endurance (EN)

Endurance represents the amount of real, physical damage your characters can endure. When a character's Endurance reaches zero, that character dies. Endurance—along with the character's level and Stamina—determines the number of HP the character has (see Hit Points and Taking Damage below). Because Endurance is so critical, all characters should develop it, but those who will be spending a lot of time on the front lines should focus especially on it.

Dexterity (DX)

Dexterity serves a three-fold purpose: It determines your characters' ability to hit enemies with ranged and hand-to-hand weapons, affects your chances of dodging enemies' ranged and hand-to-hand attacks, and determines your characters' movement speeds during combat and the number of actions they can take per round. Because Dexterity is such a versatile skill, all characters should develop it—especially magic users and thieves, who can't rely on brute strength.

Physical Strength (PS)

Physical Strength (Strength) is to a fighter what Intelligence is to a magic user. It determines a hand-to-hand blow's chance of landing, and affects the amount of damage the blow does. Because this stat applies only to hand-to-hand combat, magic users and those who attack with ranged weapons don't need to spend a lot of XP raising it, but your warriors should all improve their PS as quickly as possible.

Stamina (ST)

Stamina determines your characters' energy reserves. Every time a character performs an action, such as casting a spell or picking a lock, that character's Stamina decreases. As one of the three factors that determine a character's hit points, Stamina also decreases when a character takes more points of damage than his current level (see Hit Points and Taking Damage below). Characters recover one ST point for every combat round in which they do nothing. Stamina is relevant to all characters' skill and magic usage, as well as their HP, and should be made a priority for everyone.

Level (LVL)

Though not technically a statistic, levels affect performance like stats do. Rather than having to spend XP on it as with the stats, however, a character's level automatically increases when his total XP reaches a certain number of points. A character's level is added to virtually all actions, and each level the character reaches gives him or her another hit point (see Hit Points and Taking Damage below).

Skills and Magic

There's more to combat than just wading into the fray with a Broadsword, and that's where skills and magic come in. Like stats, skills are improved by spending XP, but you can only acquire new skills with the help of a trainer. A trainer can also teach magic spells, but you can learn those by reading scrolls as well. A high skill rank increases the chances of success in activities directly related to the skill. A high-rank Stealth skill, for example, gives the party a better chance at sneaking by enemies.

Most spells can only be cast with the appropriate materials (Herb, Gemstones, Spice, etc.); if your characters don't have the materials, they can't cast the spell.

Trainers will offer to teach you new skills or improve old ones. If you accept the offer, you'll see a menu of all of the skills the trainer has to offer, with ranks next to them that represent the highest rank the trainer can teach. If your character already has a skill rank higher than what the trainer has to offer, that character can't learn the next skill rank from that trainer. You can find a complete list of skills and spells in "Appendix A: Skills & Spells" at the end of this guide.



Aspects

Characters' Aspects also determine their effectiveness on the battlefield. Every character is either Solar- or Lunar-aspected—represented by a little sun or moon under the character's portrait in the Character menu. Solar-aspected characters fare much better in daytime combat and spell casting and suffer penalties at night. Lunar-aspected characters gain bonuses to their attacks and spells during a full moon and suffer penalties during a new moon.

Each enemy has an Aspect as well, which you can determine by using a Sense Aura spell. Use this information to your advantage: If you come across an unfamiliar Solar-aspected monster during the day, you might want to flee and return once the sun has set, for example. You can also use Potions of Aspect Change to temporarily align characters and monsters to their opposite Aspects. Aspects have a great deal of influence in all realms of Aidyn Chronicles, and the difference between paying attention to them and ignoring them is as great as the difference between victory and a dirt nap.



Hit Points and Taking Damage

Each character can take a certain amount of punishment before giving up the ghost. Each character's hardiness is measured in hit points, represented by a colored bar next to the character's portrait in combat. Every time an enemy strikes a character or a trap is triggered, the character takes a certain number of HP worth of damage. If a character's hit points reach zero, that character dies, and there's no resurrection in Aidyn Chronicles. If Alaron dies, the game is over.



Hit points are determined by adding the character's level, Stamina, and Endurance. When a character at full HP is damaged, HP are deducted first from the character's level (though the actual level and corresponding bonuses are unaffected); then from the character's Stamina (which reduces the number of actions the character can take); and finally, from the character's Endurance. Hit points can be recovered by using the Healer skill, Healing Potions, other healing magic, or by camping. When hit points are restored, so are the character's Stamina and Endurance stats.





A character with no Stamina cannot cast spells except those cast from magical devices, unless the character is carrying a Stamina Battery item. Furthermore, a character with no Stamina suffers dramatic penalties to nearly all actions. Recover hit points as soon as possible during combat, because an injured character may suffer even more damage with diminished Stamina.

Environmental Effects

The battlefield terrain, positions of the attackers, weather, and even time of day play roles in determining who will emerge victorious.

> **Note**
>
> The bonuses and penalties presented here apply to physical combat only. Movement, positioning, weather, and the time of day do not affect magic.

Altitude

"Seize the high ground" should be your mantra in combat. For every game meter a character stands above an enemy, that character is one percent more likely to hit that enemy. Likewise, for every game meter a character is below an enemy, hitting the enemy is one percent less likely. This usually isn't very significant in hand-to-hand combat, but a skilled archer or knife-wielder can turn such bonuses into a substantial advantage.



Back Attack

Positioning your character directly behind an enemy prior to attacking improves that character's chance to hit by 20 percent. Additionally, a character with the Thief skill gets an additional 10 percent bonus to hit and a 2-HP damage bonus per rank of Thief skill. The back attack can also be used against you, so don't leave your characters' backs exposed during combat.



distance

Ranged weapons are good for hitting targets at a distance, but too much distance means penalties to hitting. For every game meter beyond five meters between the ranged attacker and the target, the attacker suffers a one percent penalty to hit. That makes other potential bonuses, such as altitude and back attacking, even more critical for those who don't wait to fire until they see the whites of their enemies' eyes.



movement

If a character making a ranged attack does not move or moves only a very short distance, he gets a small bonus to the attack. If he moves a couple of meters, there is no bonus. If he moves several meters or more, there is a penalty to the attack. These bonuses and penalties do not apply to hand-to-hand combatants, who can move as far as their Stamina allows before attacking.



weather

Your characters will not be stopped by rain, snow, or fog, but they might slow down a bit. Ranged combat can be penalized by as much as 30 percent if the weather is particularly nasty. However, weather does not affect hand-to-hand combat.



time of day

Once the sun goes down, even Lunar-aspected characters suffer a small hand-to-hand combat penalty and a fairly significant penalty for ranged combat. Magic users can reverse the effect by casting a Light spell (which basically changes the time of day during the battle), but keep in mind that your enemies will also reap the benefits.



aspects and stamina

As mentioned earlier, Solar-aspected characters receive combat and magic bonuses during the day and penalties at night. Lunar-aspected characters get combat and magic bonuses during a full moon and penalties during a new moon. An attacker with zero Stamina suffers a penalty to ranged and hand-to-hand combat, and cannot cast any non-item spells. A character attacking a target that has zero Stamina receives a bonus to hitting with ranged or hand-to-hand weapons.





Act One: Gwernia



Map 1-1

- 1 -Several Healing Potions
- 2 -Several Healing Potions
- 3 -Gold
- 4 -Gold
- 5 -Gold
- 6 -Gold
- 7 -Gold
- 8 -Several Gemstones, Gold
- 9 -Gold
- 10 -Patch of Herbs
- -Encounter with Mirari (Edar and Yuli)
- -Encounter with Spirit (2 possible locations)
- -Encounter with Mirari (Gorzone and Zarene)
- -Encounter with Goblin Ambush (Ends scene—Alaron wakes up in Oriana's hut, 3 possible locations)
- -2nd encounter with Gorzone and Zarene
- -Special Item (Kendall's Hat)

Oriana's Hut

Start

To Map 1-2

Portal

Enemies

- Giant Bat
- Giant Rat



Aidyn Chronicles begins with a cutscene of Gwernia's cook, Gabrion, searching the castle (at the King's request) for the young squire Alaron. He first encounters the knight Abrecan, who complains that Alaron mis-enchanted his sword. Then he meets the sorceress Rheda, who accuses Alaron of taking magic items from her laboratory. Finally, he speaks with Prince Sheridan, who says that Alaron has run into the forest to rescue a missing farmer. During this cutscene, we see that Alaron has left the castle, and when the game begins, Alaron is in the forest, calling for the farmer Kendall.



Next to Alaron's starting position is a chest. Open it to find Healing Potions, which will be useful after the coming battles. Collect the potions and head down the short embankment to automatically enter into a conversation with Yuli and Edur, two members of the gnomish Mirari race. They say that Goblins have invaded the forest and have been attacking caravans and traders. Yuli and Edur were lucky to slip by with the spice they've carried from the southern town of Talewok. When Alaron asks them about Kendall, they reply that they did not see him. They conclude by selling Alaron a bit of spice at a discount, and then warning him about fighting anything more powerful than Rats or Bats and about traveling at night. It's good advice, so follow it.



From the point at which you get control of Alaron, you can go northeast or east. Head east. You will likely have one or two very short and simple fights with Giant Rats or Giant Bats. Don't use the Experience Points (XP) you get from the fights; you'll have a much more valuable training opportunity in a few minutes, so collect as many XP as you can.



As Alaron moves farther east, he encounters a Spirit running through the forest, and notes it in his Journal. Kendall's Hat is on the ground just past where the Spirit appears. Pick it up, then walk forward and face south to see the first of many Portals you'll encounter. Get a good look (standing underneath it won't do anything yet; you need to find another one before it will activate). There is a southwestern path leading from the Portal back to the start point; following this path leads you to two chests and a pile of Gold under a tree. After collecting your finds, return to the point where you found Kendall's Hat.



At the next fork, go northeast; you'll find a chest containing some Gold in a little alcove to the southeast, and another in an alcove to the north. Continue northeast to find a small pile of Gold lying under a tree on a ledge to the northwest. Continue along the northern path, following it as it curves southwest. You will encounter two more Mirari—Gotzone and Zurene. They are surprised to see Alaron, and warn him that he doesn't have magical Mirari protection from the beasts of the woods. Alaron reveals his dislike for his mentor, Abrecan, whom the Mirari hold in high esteem. Their conversation ends with another warning to be careful.



Backtrack slightly northeast and follow the western dirt path. To the south is a side road; if you follow it northeast, you'll come across another alcove with a chest. Grab the Gold in it, then exit the alcove and head west. You encounter a well and a stone tower with a locked door that Alaron can't pick. Take the path to the southwest, past the wheelbarrow, and you'll encounter a Goblin.

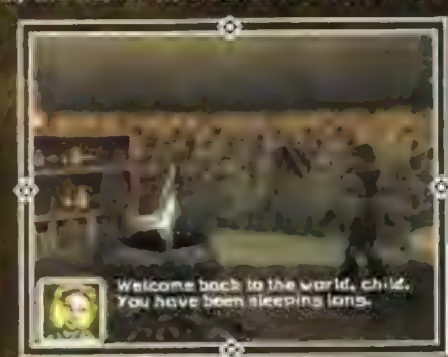


The Goblin wants to fight, but Alaron wants information on Kendall's disappearance. The Goblin tells Alaron that Kendall is dead, and more Goblins surround Alaron. You enter into a fight with four Goblin Poisoners. You can't win this fight; let Alaron be poisoned and lapse into unconsciousness, which should happen after one or two hits.

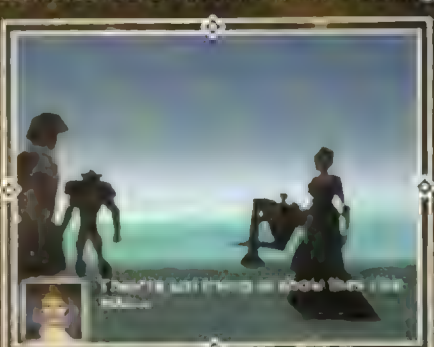


Oriana's House

When Alaron awakens, he finds himself in a strange house with an unfamiliar woman. She tells him that he is safe and well-hidden and that she found him in the woods and brought him here. Alaron accuses her of being a witch, and the lady retorts that she's Oriana, the healer who saved his life. Alaron calms down and tells her how he came to be in the forest; he says he thinks he remembers a woman being present at the Goblin ambush.



Alaron then slips into a trance. He's standing on a flat blue plane with a Goblin, a spidery-eyed monster, and a blonde woman. As the monsters threaten him, the woman tries to convince Alaron that he wasn't looking for a farmer, but rather for *himself* in the woods. She tries to convince him to stay, and a huge multilimbed monster with a flaming head suddenly appears and threatens Alaron.



Alaron regains consciousness in Oriana's house. Speak to her. If you ask her what happened, she replies that Alaron had a vision, probably due to a spell or poison that she can't heal. She encourages him to head back to the castle and consult the healers there; she's lit a path for him to follow so he doesn't get lost.



Request spell training from her and learn Strength and Air Shield. Healer is good to pick up as well, if you have the XP. Speaking to Oriana again and asking different questions won't provide you with any new information. Leave her house through the door.



Note

Oriana can teach the following skills and spells: Healer (Rank 4), Stealth (Rank 2), Wizard (Rank [illegible]), Sword (Rank 5), Thrown (Rank 2), Strength (Rank 4), and Air Shield (Rank 4).

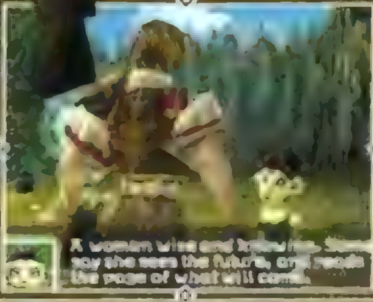




Oriana's house is the stone tower you couldn't enter before the Goblin ambush. Follow the trail of glowing white balls to return to the castle (much of the treasure off the path is in chests that Alaron can't open without Thief training). Along the way, you'll encounter Gotzone and Zurene again. They know Oriana well and speak highly of her. They will also tell you that the Portals act as teleporters across large distances, and you can only use the ones that you have touched. That inspires a Journal entry: *"Gotzone and Zurene told me about the odd Portal in Oisin forest. Apparently sorcerers used to fly freely from Portal to Portal...I can't wait to try it! But where is the match for the Oisin Portal?"*



After the conversation, follow the lights until you reach a sign pointing the way to Gwernia. You should encounter very few monsters, if any. As you walk past the sign, a Gwernian knight approaches. He is relieved to find Alaron, who has apparently been missing for several days. Alaron relates his tale, and the knight tells him to follow the path to the castle without delay; Abrecan is waiting for him. When the conversation is over, follow the basic path the knight described, but refer to the map to see what you'll find if you wander slightly off the path. Don't go too far, however, because Minotaurs and Wolves prowl the forest, and they're much more than a match for Alaron.


A woman wise and knowing. Some say she sees the future, and reads the page of what will come.

Map 1-3

- Spice, Gold
- Spice, Gold
- Staged Necromancy Scroll, Gold
- Gemstones, Gold
- Beast Hide, Gold
- Spice, Gold
- Gemstone, Herbs
- Gold
- Stealth Potion, Cover Shield
- Leather Boots, Gold
- Healing Potion, Gold
- Healing Potion, Gold
- Gold
- Stamina Potion, Leather Cloak
- Encounter with Abrecan
- First encounter with Prince Sheridan
- Encounter with Crabow
- Encounter with Master Rowan
- Encounter with Goblins
- Second encounter with Prince Sheridan
- Encounter with Goblins
- Abrecan
- Brand
- Ebede
- Godric
- Stairs
- Crabow's Sword



Wizard's Keep





Library







Basement 1



4th Fl



Basement 2

Castle Gwernia

You pass the Gwernian farms before entering the city proper. In the city, you find two shopkeepers/trainers who have just about everything a beginning adventurer needs. You might want to wait until you have your party together before training so you'll know each character's skills and which ones need to be improved most.

> **Note**
>
> Shopkeeper/Trainer #1 sells the following items: Healing Potion, Club, Dagger, Hatchet, Hunter's Bow, and Javelin. He can train your party in Alchemist (Rank 1), Diplomat (Rank 1), Healer (Rank 1), Loremaster (Rank 1), Mechanician (Rank 1), Merchant (Rank 1), Ranger (Rank 1), Stealth (Rank 1), Thief (Rank 1), Troubadour (Rank 1), Warrior (Rank 1), Wizard (Rank 1), Hafted (Rank 1), Missile (Rank 1), Pole (Rank 1), and Sword (Rank 1).



Note

Shopkeeper/Trainer #2 sells the following items: Healing Potion, Gemstone, Herb, and Spice. He can train your party in Alchemist (Rank 1), Diplomat (Rank 1), Healer (Rank 1), Loremaster (Rank 1), Mechanician (Rank 5), Merchant (Rank 2), Ranger (Rank 1), Stealth (Rank 1), Thief (Rank 1), Troubadour (Rank 1), Warrior (Rank 1), Wizard (Rank 1), Hafted (Rank 1), Missile (Rank 1), Pole (Rank 1), Sword (Rank 1), Thrown (Rank 1), and Shield (Rank 1).

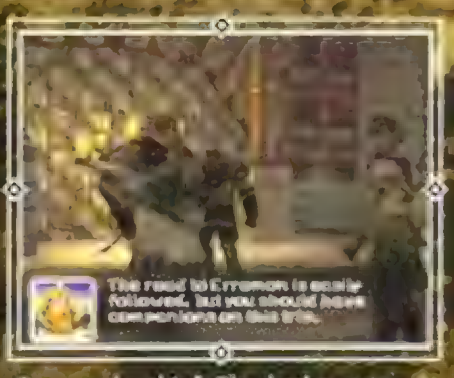
Follow the stone path between the two towers and along the castle bridge. Abrecan and Prince Sheridan are waiting for Alaron outside the castle. Alaron relates his story, and Abrecan sends Prince Sheridan to visit the castle trainer, Trahern, and tell him that Alaron is safe. But Sheridan doesn't leave immediately; he eavesdrops on Abrecan and Alaron's conversation about Oriana. Abrecan sends Alaron to the throne room to meet with King Phelan, saying that after meeting with the King, they'll talk to Gechina, the Mirari healer, and ask Bowden, the castle magician, what to do next.



After the conversation is over, enter the castle gates. While inside the castle, you have a small map of your location (press Ⓡ to toggle between a small view and a larger view). Follow the red carpet around the courtyard and down the stairs. You encounter Brenna there. You can enter into a short conversation that is actually more of an insult contest. Finish speaking to her, then follow the carpet to the throne room door and enter. You begin in the waiting room; go through the doors to the left (the double doors with the blue plaque to the left of them). Head up the stairs and speak to King Phelan.



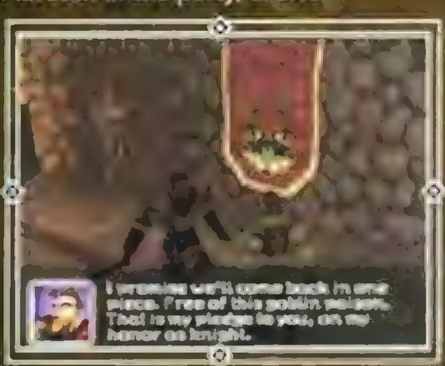
The King sends you on a mission to Erromon, home of the Mirari, to find a healer to cure your poison. He gives you a letter to deliver to the Mirari king, Txomin, and insists that you take along two companions. He gives you four options: Abrecan the knight, Brenna the thief, Rheda the mage, or Godric the alchemist. Trahern will equip your party before you leave. Finally, King Phelan requests that you speak to Gabrion and to Kendall's family before you go. He also promises to knight you if you return victorious. Alaron records the events in his Journal. Note that *"The Mirari live west of Gwernia, even further west than Oriana's hut."*



Once your audience with the King is finished, exit the way you came in. You'll run into Abrecan at the rear of the throne room and automatically begin a conversation with him, in which Abrecan gives Alaron a stern lecture about duty and the virtues of a knight. With the lecture completed, it's time to rustle up some traveling companions.

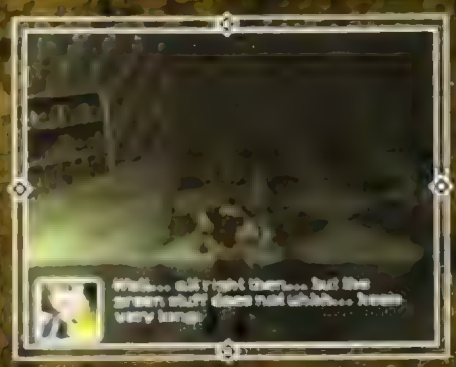


Of the four prospective allies the King recommended, only one is essential. Without Abrecan in your party, your low-level characters will have a tough time defeating even the weakest enemies. To find Abrecan, exit the throne room through the doors opposite the ones you entered through. Talk to him and prepare to do some kissing up if you want his services. To get Abrecan in the party, answer:



1. "But I must ask you."
2. "Brave and gallant Sir Abrecan..."
3. "I know you are a great warrior, maybe the best the kingdom has ever known..."

Then, wipe the brown from your nose and decide who's next:



Godric: Godric is possibly the least valuable third party member. His claim to fame is his Alchemist skill, but any character can learn that and bump it up with XP to compensate for Godric's absence. However, if you really want him, go to Godric's laboratory underneath the library—it's guarded by a couple of low-level monsters. You'll have no trouble defeating them, but, jeez, what a nut, huh? Enter the laboratory to find Godric and keep talking to him until you run out of questions to ask. He won't join you yet, but he'll give you a good deal of Alaron's history. Leave his laboratory and then reenter. Talk to him again (he won't remember you), and this time answer:

1. "I'm being sent on a quest."
2. "Will you join me in my quest?"
3. "It would be better if you left the green stuff behind."

Rheda: Rheda is a good choice for your third member, although her spell casting will be severely limited by your characters' lack of Gemstones, Herbs, and Spice. Then again, the fourth party member you get (during Act Two) will be a burly warrior in the style of Abrecan, so you might want to take Rheda to bump up the magic a bit. To get Rheda to join, run into her in the room you passed through before entering the throne room, engage her in conversation, and answer:

1. "I need to talk to you."
2. "About the group..."
3. "How would you like to join me?"
4. "I really think you should come with me."



Brenna: Even low-level Thief skills are effective for things such as opening locks and backstabbing, so Brenna is a strong choice for your third party member. To get her to sign on, meet her in the castle courtyard, where you last saw her. Talk to her, and she'll remind Alaron of his appointment to spar with Prince Sheridan in the training room. Enter the door in the courtyard's southwest corner, walk through the room with the two guards, and you'll encounter the Prince and Trahern. Speak to Sheridan, who will duck out of the deal, then go back outside and talk to Brenna again. She'll join up if you answer:

1. "The king is sending me to Erromon."
2. "What would you say to coming along with me?"
3. "It could work."
4. "Listen, Brenna, join anyway."
5. "Yes, I'm sure."



Next stop: Visit Gabrion's kitchen on the second floor of the castle (see map). He's delighted to see you, and has some information. He caught Sheridan in Alaron's room while Alaron was gone. Hmm. After visiting Gabrion, speak to Trahern, who will equip your party and ask you to find his old sword.



Finally, return to the throne room to speak with the King. Ask for information on tactics and skills before asking about him personally; once you start asking questions about him, he talks a little and then clams up and sends you on your way. Exit the castle the way you entered, and enter the town to train and buy equipment if you wish. When you're finished, leave town heading southwest.





Act Two: Gwernia to Erroman to Talewok

Map 2-1

- Dagger
- Gold
- Chaos Sword, Gold
- Gold
- Gold
- Healing Potion, Leather Boots
- Gold
- Spice
- Leather Armor, Gold
- Healing Potion
- Herb
- Herb
- Large Shield, Gold
- Gold
- Spice
- Power's Ring
- Cape, Gold
- Gold
- Gold
- Healing Potion, Gold
- Gemstones, Gold
- Gold
- Gold
- Gold
- Gemstones
- Stealth Potion
- Herb
- Stamina Potion, Strength Potion, Large Shield, Gold
- Herb
- Gemstones
- Gold
- Healing Potion, Sleep Gas Flask, Stealth Potion, Gold
- Herb
- Spice
- Herb
- Herb
- Gemstones
- Gold
- Healing Potion, Gold
- Giant Axe, Herb, Gold
- Spice
- Curing Potion, Stealth Potion
- Chaos Minions' campsite
- Spirit Encounter (2 possible)
- Encounter with Paranoid Traveler
- Encounter with Mirari
- Ladder



Enemies

• Bandit Boss	• The Goblin King, Kitarak
• Bandit Woodsman	• Goblin Poisoner
• Bear	• Goblin Scout
• Boar	• Goblin Sergeant
• Cave Bear	• Hobgoblin
• Chaos Scout	• Human Bandit
• Darkenbat	• Minotaur
• Dire Wolf	• Ogre
• Giant Bat	• Spirit Wolf
• Giant Rat	• Tomb Rat
• Goblin	• Wolf

The Road to Erromon

Erromon, the Mirari village, is on the western end of the world map. To get there, backtrack to Oriana's Hut and continue west for what seems like an eternity. Refer to the map to plot your course.

Before you head out, though, there are three side quests you might want to undertake to build up your party's experience (and snag a few nifty items along the way). See the sidebars for more information.

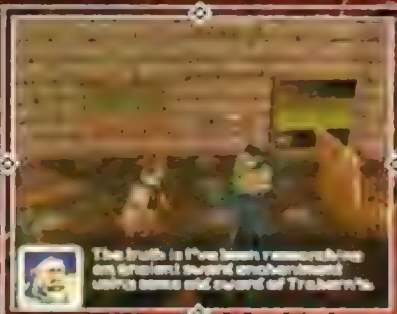


As soon as you cross the bridge from Gwernia, your party can make camp. It's a better deal than the Inn, and you probably won't be interrupted by anything too scary, if at all. Walk south along the beach and west up the embankment to find a mysterious encampment. There's a locked and booby-trapped chest with a few Gold and a Chaos Sword, as well as what looks like a disemboweled knight. After Alaron and party leave the area, a Chaos Scout emerges and reports Alaron's discovery to a Chaos Major, who is not pleased that Alaron found the camp.



Side Quest 1: Trahern's Sword

Before leaving Castle Gwernia, speak to Trahern in the Training Room at least once. Once you've formed your party and gone to the King for his blessing, Trahern will equip everybody. He will also tell you he's missing a sword, and he can't remember who has it.



Master Bowden has the sword. Find him on the third floor of the Wizard's Keep. He'll tell you about some experiments he's working on. Keep pressing him for information, and he'll tell you about taking the sword. The sword is in a locked room on the first basement floor of the Wizard's Keep. Bowden will give you the Key to open the door. Grab the sword and return to Trahern, who will be pleased that you found it but will insist that you keep it. It's a good melee weapon, especially for Alaron, so you'll definitely want to take the time to find it.



Head west along the ridge and run down the incline at the end of it, which leads to the path Alaron took to enter Gwernia. At the bottom of the incline, Alaron encounters the mysterious Spirit he saw in the woods. The Spirit says, *"rehtorb…tiaw i…hctaw i…nioj…"*, which is "Brother…I wait…I watch…join" backwards. Even Rheda doesn't know what to make of it.



Before moving on to Erromon, you must perform one last duty—you have to go to Kendall's house and tell his wife, Meriona, that you were unable to save him. Follow the path east until you reach the house, enter the house, and talk to her. She will provide you with information about the monsters that have been harassing the farmers... apparently there are things worse than Goblins in the woods.



After speaking to Meriona, leave and follow the path back across the bridge, keep heading west, and refer to the map at the beginning of the chapter to get to Oriana's Hut. It's quite a haul, so camp if your party starts showing too many battle scars, and save frequently in case you run into a horde of monsters you can't handle.



Near Oriana's Hut, you might run into a knight who's looking for the Goblins that attacked Alaron. He can tell you of the dangers in the woods and give you directions to Erromon. He advises you to stick to fighting Wolves, Bears, and Goblins, but run from Bandits and Ogres, which is good advice for your party's current strength.

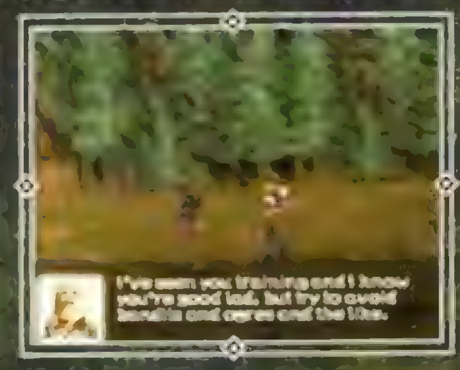


Side Quest 2: Pest Removal



The Inn in Gwernia is a great deal at 10 Gold per night, but the basement leaves a little to be desired. The innkeeper is reluctant to admit it, but there are Giant Bats down there. Offer to clear them out for him. In the wall of the basement, you'll find a crack that leads to an underground cavern where a Goblin is training the Bats. Take out the Bats and the Goblins, scoop up the Stealth Potions the Goblin was hoarding, and return to the innkeeper. You get not only his thanks but also a 100-Gold reward and a night at the Inn.

After speaking to the knight, enter Oriana's Hut. She's still scared from an encounter with a Necromantic Wizard, but she's too scatterbrained to tell the story properly. The Wizard was looking for some sort of secret that Oriana did not divulge, and he was carrying the Staff of Necromancy. Oriana refuses Alaron's request for her to return to the castle, and gives him a Strength Scroll. She also requests that when he gets to Erromon he tell Gotzone and Zurene that she is well, and she gives him a letter with directions to their house.



After speaking with Oriana, leave her hut and head west. When you get to the path, stay on it leaving it only to find hidden items. (Refer to the map before you do so—there are plenty of monsters out there who can crush you like an egg.) As you follow the path around the river, you see a cutscene where Rheda gives Alaron a lesson in magic (if you chose her for the party).



After the cutscene, continue following the path. You'll run into an easily startled traveler who gives amusing directions to Erromon. Follow the path he indicates (and if you're feeling especially brave, head up to the ledge that runs parallel to it and fight the Bandits—they're loaded with treasure).



Past the Bandits' ledge, you encounter one of Alaron's Mirari friends from the forest. He tells you that Erromon is to the west, past the mountains, and warns you not to wear armor or wield weapons in town. The Mirari don't use such things and might be startled by them. Continue along the path after the conversation until you reach Erromon.



Side Quest 3: The Ruins



Remember that river you crossed on the way back from Oriana's Hut, just before you met the Gwernian knight who told you to stay on the path to the castle? If you go back to that river and follow it, you'll arrive at the ruins of a town destroyed by Goblins long ago. Could this be Alaron's home?



There's not a lot of opposition, but there are two very helpful magical items: the Namer's Ring, which provides 10 "battery" points of Stamina for casting Naming spells, and the Rope, which gives +2 to the Thief skill of any character that equips it. With the Rope equipped on Brenna, you can return to the castle and open the chests that were previously beyond her skill level.



Map 2-2

- Gold
- Gold
- Encounter with Becan
- Encounter with Gorzone and Zurene
- 1st encounter with Yeraza
- 2nd encounter with Yeraza
- Becan (as playable character, after speaking to him in Shop B)
- Stairs
- Ladder

Erromon (Cavern)

Erromon (Exterior)

Gorzone & Zurene's House (inside their house)

Palace

Shop D

Shop C

Shop B (inside shop B)

Shop A

Library

Shop E (inside shop E)

Inn (inside the inn)

Erromon

The Mirari town of Erromon is full of shops, a good place to train and equip your characters if you've been saving your Gold and XP along the way. The first building you come across is the Inn. On the first floor of the Inn, in the purple closet down the hall from the entrance, you'll find a pair of Bardic Gloves. On the second floor, all the way at the end of the last room, is a large pile of Gold. If your party is weary, have them spend a night at the Inn to rest up.



Just past the Inn is the Library, where a character with a high Loremaster skill can discover some interesting information about the Mirari and their culture. Among the books is one called *The Five Wizards*, which gives snippets of information about Gwernia's Bowden and Shamsuk (who cursed Rheda's friend Niesen), plus three unfamiliar names: Cradawgh, Ardra, and Farris. Another book, written by someone called Rabisat and titled *To Come*, says that "to Goblin poison…there is no cure." The book has an entry called "Rehtorb" that reads: "…rehtorb ym, em rof kool…" ("look for me, my brother"). Most of these books will create more questions than they answer, but that shouldn't stop you from looking through them.





The next building is a shop (Shop A) with two shopkeepers (male and female).

Note

Shop A's male shopkeeper sells Antidote Potions, Dexterity Potions, Fire Flasks, Inferno Flasks, Sleep Gas Flasks, Stealth Potions, and Strength Potions. He can train characters in Loremaster (Rank 6) and Merchant (Rank 3).

Shop A's female shopkeeper sells Gemstones. She can train characters in Merchant (Rank 4).

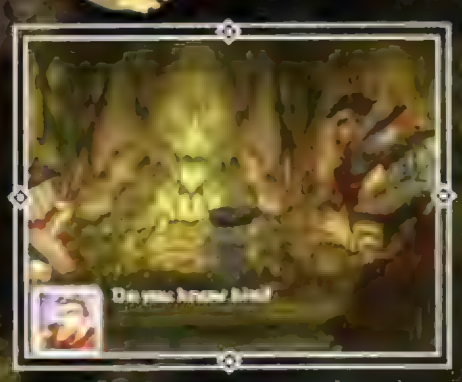
Past the first shop is a second shop (Shop B), which actually has a human shopkeeper (but he's more than just a shopkeeper, as you will soon find out). Abrecan recognizes him, but the shopkeeper doesn't recognize Abrecan. There is also a male Mirari shopkeeper and a female Mirari shopkeeper.



Note

The male Mirari shopkeeper sells Leather Cloaks and Phantom Cloaks. He can train characters in Merchant (Rank 3) and Stealth (Rank 3).

The female Mirari shopkeeper sells Air Shield Scrolls, Remove Poison Scrolls, Wind Scrolls, and Herbs. She can train characters in Merchant (Rank 2) and Wizard (Rank 1).



The next building is yet another shop (Shop C), with four female Mirari shopkeepers.

Note

The first shopkeeper sells Air Shield Scrolls, Debilitation Scrolls, Dispel Naming Scrolls, Stupidity Scrolls, and Bardic Gloves. She can train characters in Merchant (Rank 2) and Troubadour (Rank 5).

The second shopkeeper sells Mirari Cloaks. She can train characters in Diplomat (Rank 4) and Merchant (Rank 1).

The third shopkeeper sells Curing Potions, Healing Potions, Stamina Potions, and Gems of Sensing. She can train characters in Healer (Rank 6) and Merchant (Rank 3).

The fourth shopkeeper sells Hunter's Bows, Short Bows, Throwing Irons, Boots of Adamant, Leather Boots, and Woodsman's Boots. She can train characters in Merchant (Rank 2) and Ranger (Rank 6).

Follow the pathway around the rock face, and you'll come to two more buildings. First is Shop D, which Edur is standing in front of. He encourages Alaron to see everything Erromon has to offer, which is good advice. Shop D has a male Mirari shopkeeper and a female one.



Note

The female shopkeeper sells Cloth Armor, Iden Scale, Leather Armor, Scale Armor, Talewok Mail, Bronze Shields, Bucklers, Heater Shields, Large Shields, Small Shields, and Gemstones. She can train characters in Merchant (Rank 1) and Shield (Rank 4).

The male shopkeeper sells Herbs. He can train characters in Loremaster (Rank 5) and Merchant (Rank 1).

Adjacent to Shop D is King Txomin's Palace. As you enter the Palace, a cutscene begins, with Alaron formally greeting the King and receiving greetings in return. Alaron tells his story and the reason for his trip to Erromon. Txomin informs Alaron that Goblins have been attacking traveling Mirari, and Alaron offers to clear out their camp in exchange for a Healer. Txomin says that Master Healer Cradawgh might be able to help him with his poison. He then tells Alaron that the Goblins are nesting somewhere along the river northwest of Erromon and that Alaron must slay the Goblin King, or they will return. That concludes the conversation. Along the walls of the Palace is the story of the last great war with the Goblins, during which King Phelan and his father, King Ramsay, fought alongside Becan and his rangers, who saved the day.



After speaking to King Txomin, return to the Inn. There, you will find the human shopkeeper in front of the purple closet that contained the Bardic Gloves. Converse with him to discover that he is the legendary Becan. He's in semi-retirement, but it's not hard to get him to take up the axe again. During your conversation, answer:



1. "You're not Mirari."
2. "How did you get here?"
3. "How do you know I'm from Gwernia?"
4. "What else do you know about the knighthood?"
5. "Would you mind if I made a request?"
6. "I was wondering if you would join me?"

If you have a party of four already, you will need to let a member go. Brenna and Rheda will not leave, so it's either Abrecan or Godric (depending on whom you chose). Abrecan or Godric will meet you in Talewok if you decide to part ways with either of them.



Leave the Inn and cross the bridge directly opposite it. Just south of the bridge is another shop (Shop E), which has male and female shopkeepers and a large pile of Gold in a back room.

Note

The female shopkeeper sells Herbs and Spices. She can train characters in Merchant (Rank 2) and Wizard (Rank 4).

The male shopkeeper sells Cloth Armor, Dragon Armor, and Leather Armor. He can train characters in Merchant (Rank 2) and Shield (Rank 3).

Next to Shop E, right across from the bridge, is a Mirari home that connects to a huge underground cavern. There is a male shopkeeper and a female shopkeeper in the cavern, as well as a Portal that will take you back to the Portal in the basement of the Wizard's Keep in Castle Gwernia if you discovered that Portal before you left. Simply stand under the Portal and press Ⓐ. To return, do the same.



Note

The male shopkeeper sells Leather Cloaks, Mirari Cloaks, Phantom Cloaks, Jundar Gauntlets, Plate Gauntlets, Belts of Life, Mercenary Belts, Chainmail, Leather Armor, Partial Platemail, Talewok Mail, Bucklers, Hoplite Shields, and Kite Shields. He can train characters in Merchant (Rank 7), Stealth (Rank 6), and Shield (Rank 6).

The female shopkeeper sells Light Wands, Shielding Wands, Acid Bolt Scrolls, Darkness Scrolls, Sense Aura Scrolls, Spirit Shield Scrolls, Stamina Scrolls, Stupidity Scrolls, Gemstones, Sapphire Gems, and Spices. She can train characters in Merchant (Rank 5) and Wizard (Rank 8).

All other buildings in Erromon are Mirari homes. You can explore them by climbing the ladders along the cliff faces or by traveling through the huge cavern.



Now visit Gotzone and Zurene to fulfill your promise to Oriana. Read Oriana's letter to find their house (or just look at the map). They give you a bit more information about magic, and then they encourage Alaron to seek out Yeraza, the matriarch and true ruler of the Mirari. They say she walks a path along the river during the daylight but looks like an ordinary trader. Climb down the ladders and walk north along the riverbank until you find her. She doesn't introduce herself, but she does invite Alaron to dinner in the cavern after he completes his quest to slay the Goblin King.



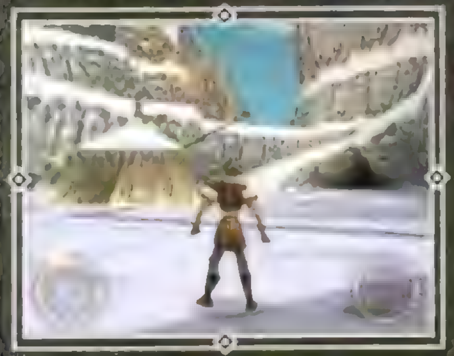
Map 2-3

- [illegible] - Gold
- [illegible] - Gold
- [illegible] - Gold
- [illegible] - Gold
- [illegible] - Gold
- [illegible] - Gold
- [illegible] - Gold
- [illegible] - Herb
- [illegible] - Healing Potion, Gold
- [illegible] - Gemstones
- [illegible] - Curing Potion, Gold
- [illegible] - Reptile Shield, Gold
- [illegible] - Acid Wand, Gold
- [illegible] - Curing Potion, Stealth Potion, Gold
- [illegible] - Healing Potions, Gold
- [illegible] - Gold
- [illegible] - Stealth Potions, Gold
- [illegible] - Gold
- 19 - Healing Potion
- 20 - Healing Potions, Gold
- 21 - Healing Potions, Gold
- 22 - Stealth Potions, Hunter's Bow, Herb, Gold
- 23 - Stealth Potions, Herb, Gold
- [illegible] - Healing Potion, Spear, Gold
- 25 - Healing Potions, Gold
- [illegible] - Gwernian Banner (must have Becan in party to pick up)



The Goblin Caves

After meeting Yeraza, head northwest along the river out of Erromon. At the end of the river is a stone path. Follow the path as it winds around the snowy mountains and you approach a Goblin tent. If you enter it, you'll battle the occupants, and take their treasure if you win.



Note

There are several Goblin tents scattered around the valley, and nearly every one has treasure. More importantly, every tent has a group of monsters inside defending it. Your party can pick up some quick XP (as well as some valuable items and Gold) by entering the tents and getting into skirmishes. You'll also see how the monsters attack and learn how to best defend yourself against them. See the above map for the locations of the Goblin tents.

Follow the path until it reaches a cave. Take the incline to the left of the cave and keep going up (south). You reach a plateau with two or three nearly bare pine trees. If you face northwest, you'll see a suspension bridge in the distance. Head northwest toward the bridge. Walk around the dilapidated building, where you will most likely have to fight a pack of patrolling Goblins.

After defeating the Goblins, cross the double suspension bridge to the east. Walk northeast along the ledge until you see a tent, then make an abrupt southwest turn and walk down the snowy path toward the building with two torches in front of it. This is Kitarak's Lair.



Side Quest: Recovering the Banner

If you're not ready to fight Kitarak (or if you just want some easy loot) you can take a short side quest when you reach the plateau above Kitarak's Lair. On the plateau is an entrance to a mineshaft. Enter the mine, follow the corridor down, and do battle with the two or three groups of monsters inside. Once you've defeated them, you'll have half a dozen chests full of Gold to crack open.



If Becan is in your party, you can also recover Gwernia's Banner, lost during the last great Goblin war. After you defeat the monsters, approach the tattered red banner among the chests and press Ⓐ. Becan will recognize it and take it with him. If Becan is not in the party, you can't grab it (none of the other characters were old enough to remember the war), but you can still take the Gold in the chests.

Before entering Kitarak's Lair, make sure your party members are all level eight or higher. Kitarak is a tougher-than-average Hobgoblin with more Hit Points and a devastating Crushing Death spell that can do 30 points of damage or more. Even worse, he's got six of his Hobgoblin friends with him, ready to tear you apart.



When you enter Kitarak's Lair, walk up to him and press Ⓐ to trigger a conversation. Kitarak vows to avenge his father's death in the last Goblin war, and the combat begins. Don't spread your forces too thin. Concentrate as much as possible on individual monsters, and take out Kitarak as soon as possible—he's not only the toughest monster in the pack, he's also the leader; his death will negatively impact the morale of the Hobgoblins. Position two strong warriors to attack the same monster with melee weapons, a magic user to stand back a bit and cast spells, and another character with a thrown or missile weapon to assist the two warriors.



After you defeat the monsters, disarm the trap on the chest and open it to find an Acid Wand. You'll also get a couple of nifty items off of Kitarak's corpse. His Warfang Sword gives +2 to a character's Warrior skill and has Tap Stamina and Darkness.



You can also find a lengthy letter to Kitarak from Rabisat, Mistress of Chaos. She writes that Kitarak's evil schemes have pleased her and orders him to be on the lookout for a human, advising him to extend his influence into the forests to capture this person. Once captured, the human is to be brought to her. It's a pretty safe bet that Alaron is the human in question, though Rabisat gives no indication of why she wants him.



Return to Erromon

After you've rooted through Kitarak's remains, return to Erromon the same way you left. Your first stop should be Txomin's Palace, where word of your victory precedes you. Txomin praises you for your efforts, promising you lodging at the Inn. There's Gold waiting for you there. He doesn't mention Alaron's need for a Healer, however...with good reason. He doesn't know where Master Cradawgh is and therefore can't help Alaron with his poison. Only after a little prodding does Txomin suggest that Cradawgh might be found in Talewok, at the Wizard's School, and if he can't be found, Alaron should look for a wizard named Ardra.



As you leave the Palace, Edur and Yuli meet you outside. Alaron relates his meeting with Txomin, and Yuli tells Alaron that Ardra is one of the greatest Wizards in all of Aidyn. They advise you to meet up with Gotzone and Zurene, because the sisters might be able to help Alaron...or lead him to someone who can. Return to the Inn for rest, if necessary. Find your reward at the end of the second-floor hall, where you found the first pile of Gold.



Once your party is well rested, it's off to see Zurene and Gotzone again. Return to their house, where they greet you warmly. They are unsurprised to hear that Txomin promised something he couldn't deliver, and they encourage Alaron to present his case to Yeraza. They invite him to a feast in the large meeting area of the caverns.



Use the stairs in the rear of Gotzone and Zurene's house to enter the tunnels, then proceed north to encounter Yeraza by way of a cutscene. Alaron is introduced to Yeraza, who greets the party. Yeraza senses great Naming magic about Alaron, which makes Abrecan nervous. Yeraza takes a lock of Alaron's hair and goes into a spell-casting trance. When she emerges from it, she tells Alaron he has the scent of Chaos about him, and Alaron explains the Goblin poison in his veins.



Yeraza remains unconvinced of Alaron's purity, but advises him to seek out Ardra in Talewok. She gives him a Silver Branch, tells him he will be going to sea, and orders him to lash the Branch to his helm. She then gives him directions to Talewok (to the southeast) and tells him he must travel to Cradawgh's Island.



Map 2-4

Herbs
Wizard Kit, Sapphire Gem (in pit)
Gold
Gold
Gold
Stealth Potion, Gold
Herb
Healing Potion, Strip Gas Flask, Stealth Potion, Gold
Gold
Gold
Gold
Ladder

From Erromon/Gwernia

Northern Entrance to Talewok

The Road to Talewok

Head east out of Erromon, backtracking along the path to the fork in the road where you encountered the paranoid traveler. Find the road sign that points the road to Talewok and follow the path. After a while, you come to another crossroads with another series of road signs. Again, find the sign that indicates the direction to Talewok and take that path.



Along the path, you'll see a farmhouse. Enter, and speak to the Farmer to get information about the area. The Farmer tells you that fearless Goblins have been harassing the locals, coming out into the open to attack travelers on the roads. He also mentions a Spirit that wants something and only comes around when the sun is setting. Just past the farmhouse, along the path, a Chaos Scout lies in ambush.



Continue down the road, and, if it's dawn or dusk, you'll meet the Spirit walking along the path. It addresses Alaron as "rehtorb" (brother) and tells him that it is "what you are not, I am the absence...you complete me...We must join now..." If you respond, "Get away from me!" you can escape. Other directions in conversation will result in a fight with the Spirit that you must flee from to survive. Continue down the path to enter Talewok through the front gates.





Talewok

The first structure you see in Talewok is the Knightly Roll, adjacent to the entrance (this is where Abrecan will meet you if you replaced him with Becan). Past the Roll is a large L-shaped building subdivided into shops and lodging. Doors with red lanterns hanging in front of them are Talewok citizens' homes. The unmarked doors are Shops A and B.



Note

Shop A has one male and one female shopkeeper. The male shopkeeper sells Healing Potions, Clubs, Hatchets, Javelins, Maces, Staffs, Throwing Irons, Leather Cloaks, Mirari Cloaks, Phantom Cloaks, Chainmail, Cloth Armor, Leather Armor, and Scale Armor. He can train characters in Diplomat (Rank 3) and Merchant (Rank 5).

The female shopkeeper sells Ironwood Staffs, Boots of Adamant, Leather Boots, and Woodsman's Boots. She can train characters in Merchant (Rank 2), Ranger (Rank 2) and Troubadour (Rank 4).

Note

Shop B's shopkeeper sells Chainmail, Cloth Armor, Leather Armor, Scale Armor, Talewok Mail, Bronze Shields, Bucklers, Heater Shields, Large Shields, and Small Shields. She can train characters in Merchant (Rank 3) and Shield (Rank 3).

Past the L-shaped building is the Inn, owned and operated by the one-legged Herne. Entering one of the Inn's rooms brings up a cutscene in which Alaron asks Brenna to help him determine whom to trust. In the lobby of the Inn is Gavinn, an apprentice at the Wizard's School. He tells Alaron that Rabisat's forces are rushing up from the southeast, and reports that he saw Zombies outside the city. He then promises to vouch for Alaron at the Wizard's School.



West of the Inn is another L-shaped building, housing Shops C and D.



Note

Shop C's shopkeeper sells Curing Potions, Fire Flasks, Healing Potions, Gemstones, and Herbs. She can train characters in Alchemist (Rank 3) and Merchant (Rank 2).

Note

Shop D's shopkeeper sells Battle Axes, Broadswords, Great Bows, Hunter's Bows, Long Bows, Longswords, Mauls, Morningstars, Pikes, Poleaxes, Scythes, Spears, and War Hammers. He can train characters in Merchant (Rank 4), Warrior (Rank 1), Hafted (Rank 1), Sword (Rank 3), and Shield (Rank 2).

Behind the L-shaped building is a Mirari named Xibid. He senses "a hole within Alaron's spirit." He tells Alaron of the forest Dryads, friends of the Mirari and harmless to the party. East of the L-shaped building and the Inn is Shop E, and south of Shop E is Shop F.



Note

Shop E's shopkeeper sells Earth Smite Scrolls, Exhaustion Scrolls, Mirror Scrolls, Remove Poison Scrolls, and Maps. She can train characters in Loremaster (Rank 3) and Merchant (Rank 4).

Note

Shop F's shopkeeper sells Beast Hide, Chitin Plates, and Darkenbat Hide. He can train characters in Mechanician (Rank 4) and Merchant (Rank 3).



The Wizard's School

Once you've had a chance to equip and train your characters and get a night's rest at the Inn (if necessary), head back to the Knightly Roll and proceed west, picking up a dirt path that winds around a fountain. This path will take you directly to the Wizard's School. As you approach it, a conversation with the Door Warden begins. One by one, every character in your party gives his or her True Name (if s/he has one) and is admitted. When Alaron's turn comes around, he's given three possible answers. Choose any one you want—all of them are wrong. Alaron is finally granted access when he promises that he is looking for the answers to his origin and identity.



There's another familiar face at the door to the School: Godric the Alchemist. He's been studying at the School and offers to join your party. You'll have to lose Abrecan or Becan to have him join, which might not be wise at this stage of the game. If you don't choose him, he will remain at the School, but you'll have more opportunities to pick him up later.



Ardra's room is the guarded one on the second floor of the School. Speak to the guard, who informs you that no one can see Ardra without permission. When you tell him that you want to show Ardra the Magic Stick of the Mirari, you'll gain access to Ardra's room.



Ardra speaks a few lines of gibberish and welcomes Alaron inside. She says that Cradawgh's Island is far away and hard to reach, but she will heal Alaron. She asks for a demonstration of his magic skills and sends him on an assignment to the enchanted Dryad Forest northwest of Talewok. In the forest is a grove of Amaranth Roots; Alaron is to gather them and bring them back to Ardra so she can cure him.



Map 2-7

From Talewok Wizard's School

Dryad Forest

Leave the Wizard's School and walk behind it. After a cutscene plays, head northwest into the Dryad Forest. You'll encounter a Dryad who's taken with the magic aura that Alaron radiates. She will not help you, but answering her questions incorrectly sparks a fight with several Dryads. To avoid a skirmish, do not respond: "But you have a strange look in your eyes that I do not like!" or "Don't you like Pandara?"



Follow the northeast path (which becomes an eastern path and then a southeastern path) until you find a cluster of four large boulders with a circle of mushrooms in the middle. Adjacent to it is another cluster of boulders, with the Dryad Queen Pandara in the center. Tell her that you need her help, and ask where Amaranth can be found. She orders some to grow in the sunshine at the foot of the northeast trees, and tells you to take only what you need and return to her when finished. You will find the Amaranth (which looks like a small purple flower) in a northeastern alcove of the forest, next to a dead tree (which has Gold in it, but someone must pick the lock).



Grab the Amaranth and return to Pandara. If you have a high enough Troubadour skill, you can woo her. If your Troubadour skill is lacking, there are Dryads in the forest who will train you in it. Bump up your Troubadour skill as high as you can, and keep talking to Pandara until it finally works.



Note

If you fail in your performance for Pandara, the Dryads in the forest will train your characters in Loremaster (Rank 10), Stealth (Rank 10), Troubadour (Rank 10), Wizard (Rank 10), and Shield (Rank 10). They can also train your characters to cast Debilitation (Rank 10), Wind (Rank 10), and Lightning (Rank 10).

Pandara takes you to the Secret Grove and tells Alaron he is a Wilding, one who can learn all schools of magic—which makes Alaron a true mage. Reply to her in the most complimentary ways, and she'll give Alaron an Amulet that will allow him to communicate with her if he needs assistance. She warns him to control his magical powers or a group called the Minions will use them to destroy all of Aidyn.



The Curse Lifted?

Equip Alaron with Pandara's Amulet and return to Ardra at the Wizard's School. On the way back, Alaron explains in a cutscene what happened in the Secret Grove. Brenna seems a little jealous of the Dryad Queen's affection for Alaron....



Back in Ardra's room, Alaron gives her the Amaranth and asks a few questions about magic, Pandara's words, and the Jundar that one of the Dryads mentioned. Ardra begins curing Alaron, but Alaron tells her to stop. He gets another vision like the one he had in Oriana's Hut. Ardra tells him that the things he sees in the vision come from him. She urges him to be fearless, though she is angry that a healing vision begins with the image of a creature of Chaos.



A feeble old man in a rocking chair appears. He can't speak, and Ardra urges Alaron to look away. She knows who he is but won't tell Alaron. The Wizard's School doorkeeper appears in the vision and apologizes to Ardra for letting the apparently dangerous Alaron into the School. Oriana appears and begs Ardra to set aside her anger and cure Alaron. Ardra attempts, and the trance ends. The healing spell fails because Alaron is a Wilding and doesn't have a True Name. Without a True Name, his spirit is not bound to his body, and Alaron is incomplete. To be Named, Alaron must travel to Port Saiid in the southwest and take a boat to Cradawgh's Island.





Act Three: Port Saiid, Chaos Island, & Namer's Island

Map 3-1

- Gold
- Gold
- Gold
- Empty
- Gold
- Healing Potion
- Healing Potion
- Healing Potion
- Charisma Potion, Gold
- Sleep Gas Trap, Gold
- Great Sword, Gold
- Spice
- Component
- Gold
- Gold
- Gold
- Leather Boots
- Gold
- Gold
- Gold
- Healing Potion
- Gold
- Spice
- Gold
- Healing Potion
- Encounter with Karra
- Return as playable character

Southern Entrance to Talewok

Entrance to Port Saiid

Lighthouse

To Cermmor, Darkling Bog, and Ugarit

Enemies

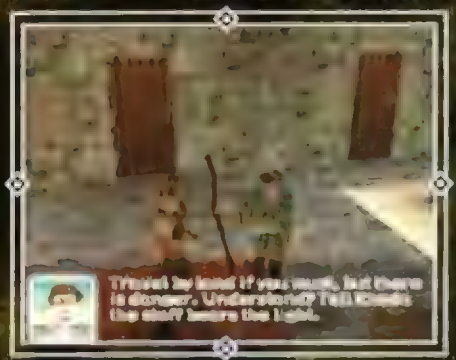
- Bandit Boss
- Bandit Woodsman
- Bear
- Chaos Mailer
- Chaos Scout
- Chaos Slayer
- Chaos Sorcerer
- Chaos Spellweaver
- Chaos Stormer
- Chaos Trooper
- Chaos Warrior
- Cyclops
- Darkenbat
- Dire Wolf
- Dracovern
- Giant Scorpion
- Goblin
- Goblin Sergeant
- Gorgon
- Gryphon
- Hobgoblin
- Human Bandit
- Marquis
- Ogre
- Ogre Boss
- Wraith
- Wyvern

The Road to Port Saiid

Niesen is waiting at the Inn. He's not yet a playable character, but Niesen asks Alaron to tell Rheda that he's still searching for a cure for his curse and that he'll be heading to the mining town of Pome. He also warns Alaron that dark forces are moving against him and that he should get to Cradawgh's Island as soon as possible...but you're probably used to that sort of thing by now.



The search for Cradawgh begins with Alaron leaving the Wizard's School and Talewok. Train, equip, and heal your characters as necessary, and exit Talewok via the wooden bridge at the south end of town. Stay on the path until you reach the crossroads, and then choose the western path to Port Saiid. Prepare for a lot of trouble from Bandits along the way.



A very short hike up the path brings you to the bridge and a cutscene involving Arturo and a female thief, Keelin. She tricks him into letting her pass, even though he saw her steal from a passing band of merchants (he's not that bright). Now it's your turn to try to get around him. He comes off as aggressive, but he will not fight you, no matter what you say.



If you walk along the path at dusk or dawn, you will encounter the wandering Spirit you first met in the forest near Oriana's Hut. It tells you it must join with Alaron, and that he should look for it in Terminor. If you choose "Take my hand" or "You'll have to fight" as responses, you end up in battle with the Spirit, which you must flee to survive. Continue down the path once you finish with the Spirit.



A man named Batrin waits on the path just outside Port Saiid. He's a silk merchant in the town, and he's upset about someone (Arturo) who won't let anyone cross the bridge into town. The person claims to be a knight guarding the bridge and has been sending travelers back to Talewok for two weeks now. Batrin offers the party a reward if they can deal with the problem.



There are several ways to get Arturo into your party, but you'll have to lose Abrecan to do it (he'll wait for you at the Knightly Roll in Talewok, as usual). The easiest way is to reply:

1. "But I want to cross anyway."
2. "Do you want to be challenged?"
3. "But I don't want to fight."
4. "Are you sure you understand the knighthood?"
5. "Do you have any skills?"
6. "Come with me to Port Saiid."

Arturo is a powerful and well-armored fighter with many hit points, but you'll need to improve his DX quickly because he's slow as a mule when you first acquire him.



A little farther up the path from Arturo's bridge is another three-way crossroads with two signs. One points back to Talewok, one points to Port Saiid, and one path is unmarked. The unmarked path leads to the Lighthouse, which we'll get to in a minute. Take the path toward Port Saiid, the front gate of which should be clearly in sight by now.



Map 3-2

Wand of Lightning

Entrance to Port Saiid

Shop A

Shop B

Shop C

Shop D

Shop E

Shop F

Inn

Boathouse

Port Saiid

Follow the stone path from the entrance and enter the first building on your right to get to Shop A. There is a female shopkeeper upstairs and a male Bandit shopkeeper downstairs. Also downstairs is a booby-trapped crate; disarm it and you will find Curing Potions, Stealth Potions, and a pair of Tinker's Gloves.



Note

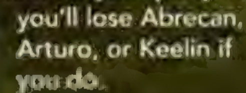
Shop A's female shopkeeper sells Acid Flasks, Sleep Gas Flasks, Daggers, Hatchets, Poison Darts, Stealthblades, and Throwing Knives. She can train characters in Merchant (Rank 3), Thief (Rank 5), Missile (Rank 3) and Thrown (Rank 4).

The male shopkeeper in Shop A sells Dexterity, Stealth, and Strength Potions, Bows of Shielding, Dragon Fangs, Great Bows, Throwing Irons, Phantom Cloaks, Enchanted Hides, and Leather Armor. He can train your characters in Mechanicician (Rank 5), Merchant (Rank 8), Stealth (Rank 8), Thief (Rank 8), Warrior (Rank 5), Missile (Rank 5), and Thrown (Rank 5).

The next two buildings along the path are unoccupied private residences. Just west of the end of the path is the Four Winds Inn, operated by a young woman named Niala. Also lurking around the Inn is the extremely flirty Keelin. You can now select her as a playable character. To get Keelin in your party, simply ask her to join. You'll have to lose Arturo, which will leave you without a high-powered fighter; he'll wait for you in Terminor, if you decide you want him back.



Another unoccupied home is south of the Four Winds Inn; Shop B, with one salty seadog of a shopkeeper, is east of that. Godric is also in Shop B, on a quest to unlock the power of maritime alchemy, and you can choose him for your party, but you'll lose Abrecan, Arturo, or Keelin if you do.





Note

Shop B's shopkeeper sells Brilliance, Endurance, Stupidity, and Weakness Scrolls, Gemstones, Herbs, and Spices. He can train characters in Loremaster (Rank 5), Merchant (Rank 1), and Wizard (Rank 3).

East of Shop B is a house with a man inside who tells the party about Port Saiid's mayor, Syllis, who keeps a careful watch on strangers in town. East of that house is an empty house with a locked chest containing Healing Potions. A stone path runs past the front of the house and leads down to Port Saiid's waterfront. At the foot of the path is a man who tells Alaron about some treasure in a cave underneath the city. North of the man with the treasure story is Shop C, and north of Shop C is Shop D.



Note

Shop C's shopkeeper sells Plate Gauntlets. He can train characters in Mechanician (Rank 6) and Merchant (Rank 5).

Note

Shop D's shopkeeper sells Battle Axes, Broadswords, Great Bows, Great Swords, Heartseeker Bows, Ironwood Staffs, Javelins, Longswords, Mauls, Pikes, Poleaxes, Scythes, Spears, and Staffs. She can train characters in Merchant (Rank 4), Warrior (Rank 3), Hafted (Rank 3), Pole (Rank 3), and Sword (Rank 5).

East of Shop D is an empty house with a locked chest containing Healing Potions. East of that house is another unoccupied dwelling. Inside are Leather Boots and a small amount of Gold in an unlocked chest. Farther east is a disturbing man in mourning for his late love, Kate...who is lying on the bed, decomposing. Eeew. The man tells Alaron that there are no boats leaving Port Saiid because the light in the Lighthouse has gone out and requires powerful magic to be relit. He also says that the treasure-filled cave was home to a Dark Wizard who snuffed the Lighthouse's flame (and Kate's life as well). If you search Kate's remains, you'll get a Lightning Wand and have to fight a Wraith as soon as you exit.





Back to the west, across from the house with the Healing Potions, is Shop E.

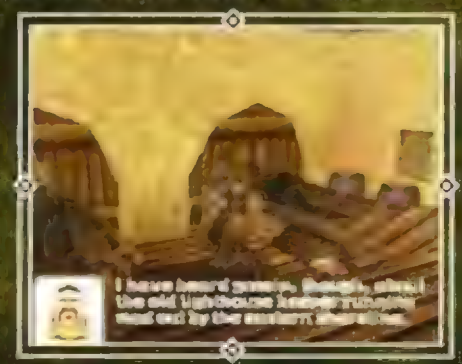
Note

Shop E's shopkeeper sells Chainmail, Enchanted Hide, Partial Platemail, Scale Armor, Talewok Mail, Kite Shields, Large Shields, Small Shields, and Tower Shields. He can train characters in Merchant (Rank 3) and Shield (Rank 5).

Behind Shop E (to the south) is Captain Amann's Boathouse. He tells Alaron he can't sail, because the Lighthouse light has gone out, and no one who's tried to relight it has returned. If Alaron's party manages to relight it, however, he'll take them to Cradawgh's Island.



In front of the boathouse, near the Knightly Roll, is a strange woman who sings songs about dying at sea and seems to be waiting for a knight to return. Adjacent to the Roll, to the west, is an empty house. West of that, right next to the path to the upper level of Port Saiid, is Shop F, with a female shopkeeper and Batrin waiting inside. If you got rid of Arturo, Batrin gives the party 200 Gold as a reward. He also gives information about the woman by the Knightly Roll (she appears whenever a stranger comes to town), Amann (a great sailor), and the treasure (supposedly there's a pile of Gold in a cave under the rocks, but it's cursed).



Note

Shop F's female shopkeeper sells [illegible] Potions. She can train characters in Merchant (Rank 3) and Troubadour (Rank 7).

South of Shop F is an empty house. When you approach it, a man in a jester's outfit approaches your party and a cutscene begins. He knows a great deal about Alaron, his troubles, and his quest, and he also implies that he is the Wizard of the Fourth School, much to Alaron's amusement. West of the Jester are two empty houses; the farther one has some Spice and Gold in a booby-trapped pot. Disarming it will be easier if you equip your Mechanician with the Tinker's Gloves first.



Now it's time to find that rumored treasure cave. Head back up to the upper level of Port Saiid and poke your nose around north of Shop A. There's a cleverly hidden path that leads down to the beach. Take it and walk southwest along the sand until you reach a small cave. (If you didn't meet the Spirit on the road, you will meet him here.)



Enter the cave and snoop around. You'll find a powerful magic item called Shamsuk's Amulet, and you'll also find Shamsuk's Journal, in which he complains that the other four wizards are avoiding dealing with Rabisat. The most important item in the cave, however, is the Lighthouse Scroll, found near the well. You need this to relight the Lighthouse flame. Alaron makes a Journal entry when he finds it.



The Lighthouse

With Lighthouse Scroll in hand, it's time to relight the Lighthouse flame. Leave Port Saiid and follow the path until you reach the three-way crossroads. Take the unmarked path and follow it all the way up to the Lighthouse. You'll fight a few Wolves and Ogres along the way, and there's a group of Bandits and Wolves blocking the door to the Lighthouse, but none of these should present much of a challenge to your party.



The Lighthouse's front door is booby-trapped. Disarm it and enter. A large group of Bandits is waiting just inside the door. Take them out, then head upstairs. You'll find an enormous unlit lamp. Press Ⓐ next to it to automatically use the Lighthouse Scroll to light the lamp. Go back downstairs once the lamp is lit.



There are only two other rooms in the Lighthouse. The first is a storeroom with nothing of interest, located beyond a wooden door next to the entrance. The second is a small cellar (which you access by ladder), where a pack of Wyverns guards a small treasure of Curing and Healing Potions. You can either sneak past the Wyverns or engage them in combat for the XP.



Once you've explored the Lighthouse and rekindled the flame, leave through the front door and return to Port Saiid via the route you took to reach the Lighthouse. Meet Captain Amann at the end of the pier. It's off to sea. In a cutscene, Amann prophetically remarks that the sea looks a bit rough—soon a huge storm kicks up.



Gryphons attack the ship, and once the party dispatches them, the storm begins in earnest. Amann believes it to be the work of black magic, but Alaron isn't worried, because he tied Yeraza's Stormbreaker branch to the helm...or so he thinks. Being a little unfamiliar with sea life, he actually tied it to the mast, which keeps it from functioning correctly. Amann steers toward the first island he can find; unfortunately it's Chaos Island, where an enormous stone skull greets them.





Map 3-3

Start/End Point

To Chaos Temple

To Bottom Level of Temple

Portal

Chaos Island



Unsurprisingly, Chaos Island is filled with Chaos Monsters of all shapes and sizes: Chaos Scouts, Slayers, Sorcerers, Spellweavers, Stormers, and Troopers swarm the island, ready to tear your party apart.

Once the cutscene ends and you have control of your party again, head southeast along the strip of grass until you see stairs to the southwest. Head up the stairs and walk west until you cross under a stone archway and see an altar with a red humanoid pacing on it. This is the Marquis, the lord of this island. Ask him questions until he challenges you to a fight.



Note

To leave Chaos Island, all you have to do is enter the Chaos Temple (see below), exit it, and return to the spot where you landed on the shore. Amann will have the ship repaired and you can leave for Cradawgh's Island. However, Chaos Island provides opportunities to quickly pick up much XP and Gold, and there are two magic items worth getting: the Marquis Amulet and the Teleportation Scroll.

If no one in your party has Entrapment Magic or Wands (such as Wall of Bones, Frozen Doom, Web of Starlight, etc.), there is almost no way you will be able to defeat the Marquis. Even seasoned fighters will rarely be able to do more than a couple of points of damage to him, and he can destroy just about any character with a couple of blows. If you do have Entrapment Magic, take him on. As soon as you can, cast an Entrapment Spell. If it succeeds, the battle is instantly won, and you get the Marquis Amulet for your troubles.



To get to the Chaos Temple, double back to the southeast and follow the ascending stone ramp until you reach the gate. The first floor of the Temple has only two doors: the one you entered through and the entrance to the next area, which is another small room with only two doors. You'll find the exit by heading through the doorway in front of you and following the wall counterclockwise.



The next room has an altar at the far end, with Chaos Spellweavers and Sorcerers patrolling. Defeat the monsters, then take the Teleportation Scroll from the altar. The exit from this room is right next to the entrance.



After leaving the altar room, you enter the next room. The two rooms to the right and left of the entrance have generous supplies of Gemstones (and guardian monsters, of course). Farther down the hall, there are alcoves to the right and left with false walls that slide away when approached. Behind them are levers. Pull the levers to open the skull-mouthed gate to the next area, located in the room at the end of the hallway.



The skull gate leads into a cavern with a sand floor. There's small pit in the center of the room; stand at the bottom of it and press Ⓐ. Your party appears in another cavern, under a portal. The cavern is crawling with Goblins. If you run straight, bearing left at the fork in the tunnel, you will come across the exit for this area. If the gate is closed and you cannot pass, head all the way back out the way you came in, start running down the stone path leading to the Temple, and fall off the side of the wooden bridge to land in the room on the other side of the gate. There's a lever in front of it that opens the gate.



Whether you fall off the bridge or pass through the gate, you enter a room with knee-deep water and a Portal that links to another Portal (on a small peninsula to the northeast of the stairs leading to the Marquis and the Temple). After you pick up the Teleportation Scroll and the Marquis Amulet and hone your characters' skills on the Chaos Monsters, there's no reason to hang around. Meet Amann where you landed on the island, in the waist-deep water in front of the giant stone skull. A cutscene plays as you approach Amann, and the party leaves for Cradawgh's Island (which Amann also calls Namer's Isle), this time with Yeraza's Stormbreaker stick properly attached to the helm. The magic seems to be working, and they land on Cradawgh's Island.



Map 3-4

Curing Potions

Curing Potions

Cradawgh's Island-Exterior

Cradawgh's Hut

Portals (behind locked gate)

Cradawgh's Island-Interior

Cradawgh's Island

The first thing you see on the island is a smashed hut—it's the only hut on the island, which is not a good sign. On the eastern side of the wrecked hut is a stone path. Follow it until you reach the mouth of a cave.



Enter the cave. To the right of the entrance are two Portals locked behind a gate that no one in your party can open. Search around the areas of purple light for three treasure chests, two containing Curing Potions and one containing a Sense Aura spell. Proceed through the door you did not come in through.



From the cave's exit, head northeast up the short, steep incline, and then northeast along the grassy ledge until you see a narrow pathway with a Chaos Mauler pacing at the end of it to the west. Run to the end of the path to trigger a cutscene. Chaos Monsters have Cradawgh and seem to be sacrificing him to cast some sort of spell. Alaron interrupts, and the party is thrown into combat with the monsters.

After defeating the Chaos Monsters, the dying Cradawgh explains in a cutscene that he won't live long enough to cast the incantation to give Alaron a True Name, and he asks Alaron to carry his body to Talewok and deliver it to Ardra. He says that Alaron must seek out the Jundar Zaratas in the desert, warns him that Rabisat has sent someone (or something) named Pochangarat to bring Alaron to her, and tells him not to fear his "other self."



Return to the shore near the smashed hut, where you landed, and Amann will take you back to Port Saiid. You can get a free night of lodging at the Four Winds Inn by speaking to Niala's father, asking if there's a way to send a message to Talewok, and asking him to keep Cradawgh's death quiet.



Return to Talewok

Leave Port Saiid and take the road to Talewok. Along the way, you'll likely encounter the wandering Spirit again, near Talewok. Tell him to "Get out of here!" and he'll meet you in Terminor. At the crossroads, take the Talewok road to enter the city via the southern bridge.

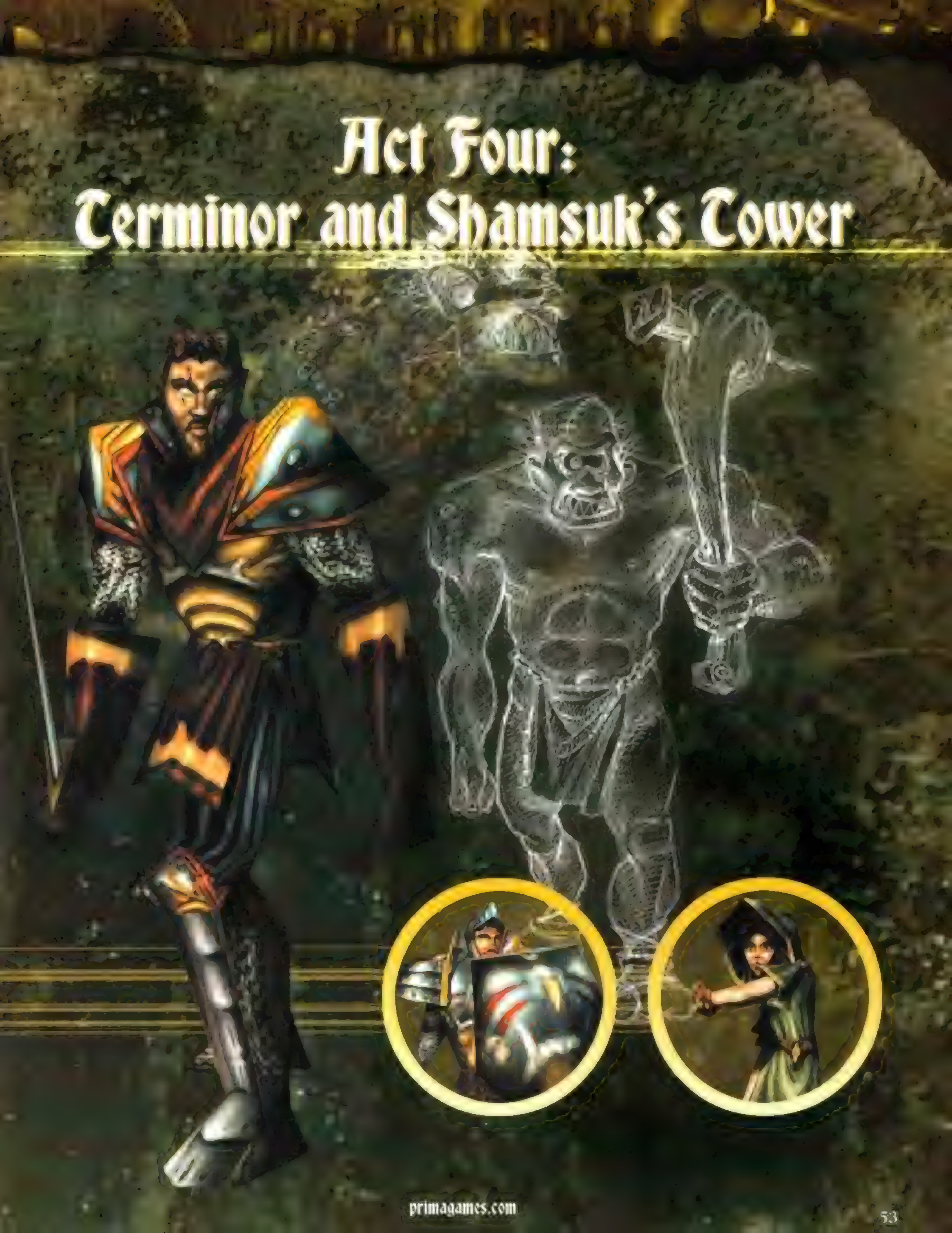


Your first stop should be Ardra's chambers in the Wizard's School. She invites Alaron to the funeral and encourages him to read the books in the Wizard's School library to prepare himself for what's ahead. She also mentions that she has an old Jundar friend named Tamberlain who runs a tavern in Terminor, and he may be able to help.



After leaving Ardra's chambers, you get a quick tour of the library. Ardra encourages Alaron to read as much as he can (high Loremaster skills come in handy here). When you are finished, head to the burial site due west of the Inn. Prince Sheridan is there. He reassures Alaron that all is well in Gwernia and scoffs with disbelief at Alaron's tales of monsters. Walk forward a few steps after speaking with Sheridan, and Cradawgh's funeral begins.





Act Four: Terminor and Shamsuk's Tower

Map 4-1

- [illegible] -Gold
- [illegible] -Herb
- [illegible] -[illegible] Leather, Gold
- [illegible] -Gold
- [illegible] -Gold
- [illegible] -Spice
- [illegible] -Wall of Bones Scroll, Herb, Gold
- [illegible] -[illegible] Cloak, Gold
- [illegible] -Gold
- [illegible] -Ring of [illegible], Gold
- [illegible] -Spice
- [illegible] -Curing Potion, [illegible] Potion
- [illegible] -Spice
- [illegible] -Gold
- [illegible] -Herb
- [illegible] -Herb
- [illegible] -Gold
- [illegible] -Healing Potion
- [illegible] -[illegible]
- [illegible] -Healing Potion
- [illegible] -Potential encounter with wandering spirit
- [illegible] -Encounter with [illegible]



ENEMIES

- Dust Devil
- Earth Elemental
- Fire Elemental
- Giant Boar
- Giant Skeleton
- Harpy
- Hellhound
- Large Scorpion
- Lizard Man
- Lizard Man Sergeant
- Manticore
- Minotaur Lord
- Plague Zombie
- Salamander
- Shamsuk the Necromancer
- Skeleton
- Skeleton Archer
- Stone Golem
- Troll
- Wight
- Wraith
- Zombie



The Road to Terminor

With Cradawgh laid to rest, it's time for Alaron and company to leave for Terminor. Purchase any equipment and get all the training you need in Talewok (making sure to save some cash for the finer wares of Terminor), then leave the town via the southern bridge and follow the path until you come to a crossroads. Follow the path that leads to Terminor until it ends abruptly at a giant bog. This is the Darkling Bog; many characters you meet in Terminor will refer to it.



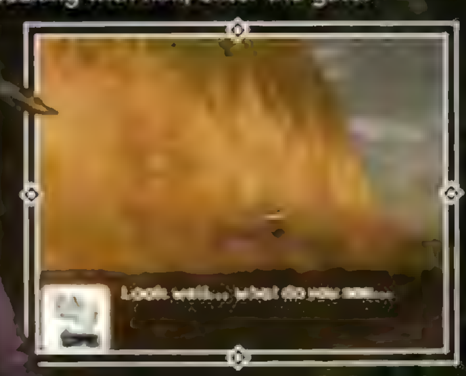
The paranoid traveler you met on the road to Erromon is here, and he's his usual unhelpful self, though he does mention that the bog is filled with lizard creatures and undead. He also tells you how to get to Terminor. Unfortunately, his directions are as bad as his people skills; you actually want to head back west until you reach the cliffs overlooking the water, then head *south* along the coast until you cross the stone bridge. After the bridge, you'll pick up a dirt path that will take you straight to Terminor.



Outside the Terminor gates, Alaron runs into his other half, the wandering Spirit, and this time it's not speaking backwards. It delivers its usual cryptic warning about the dangers ahead and the need to join with Alaron, and attempting to join Alaron with his other half will result in a battle that you must flee to survive. The Spirit tells Alaron to keep looking for him, and vanishes. You might encounter him again (and have a similar conversation) a little farther up the road where the stone path to Terminor splits from the dirt path.



The jester from Port Saiid is waiting for you at the gate to Terminor. He says he'll give you a reading of your future once you "come to view the tower" (whatever that means) and that he'll meet you in the bog. The guard at the front gate is hostile toward Alaron and Gwernians in general. However, he has some interesting bits of history to share about the former Jundar empire and the hostility between Gwernia and Terminor. After speaking with him, enter the gate.



Map 4-2

- Encounters with Pome survivors
- Encounter with Camberlain
- Encounter with storyteller
- Encounter with Rodecia's minion
- Abrecan as playable character
- Keelin as playable character
- Baird as playable character (after Act Four)
- Donovan as playable character (after Act Four)
- Dougal as playable character (after Act Five)

Shop A

Mago's house

Shop B

Shop C

Shop E

Shop D

Entrance

Staggering Ogre Inn

(inside the inn)

Terminor

Nothing of interest is on the northern side of Terminor's first level except a stairway leading to the second level of the town and Shop A. Most of the shops in Terminor are only open during daylight hours. At the well west of the entrance, there are two former residents of the mining town of Pome who narrowly escaped when a sorcerer with a twisted staff destroyed the town a few days ago. The sorcerer sounds like the one who menaced Oriana.



Note

Shop A's shopkeeper sells Fire Flasks, Strength Potions, Great Swords, Heartseeker Bows, Scythes, Amulets of Pork, Phantom Cloaks, Plate Gauntlets, and Gemstones. He can train your characters in Mechanician (Rank 7) and Merchant (Rank 7).



The houses south of both the well and the entrance to Terminor are empty, with one exception: the Staggering Ogre Inn, located at the south end of the city. The innkeeper (Tamberlain) waits out front for you, and you can get a room just by talking to him outside the building. After you spend a night at the inn, Tamberlain also offers to sell your characters some pricey but extremely valuable items. In the Inn, you'll find Nieson, but hold off on that for right now.



Note

Tamberlain sells Charisma, Strength, and Defense Potions, Fire Flasks, Pikes, Poleaxes, Spears, Spikes, Rings of Healing, Boots of Adamant, Boots of Speed, Jundar Shields, Spirit Shields, and Gemstones.

You'll find more activity on Terminor's second level. The first door to the northwest of the entrance is to an empty house. Following southwest along the building, the next door opens into an empty armory. Near that door, you'll find a storyteller. Ask him about the "Shriveled Heart," and he'll tell you the story of the sorcerer Elisheva and his ruby heart, which is still buried in the Darkling Bog. After you listen to his stories, he will give you information about the Darkling Bog and the Jundar.





Following south along the same wall, you'll find (in this order): an empty house, Shop B, Shop C, and the incline to Terminor's third level. Southeast of the incline is an empty house. Outside it is a woman who looks uncannily like King Phelan's late wife, Bodecia. It turns out that the woman is her niece, and she doesn't have high opinions of her distant Gwernian relatives, or of Alaron and his party. She tells Alaron that so many of the houses are empty because there is a plague in town, apparently started by a bad shipment of meat from Erromon.



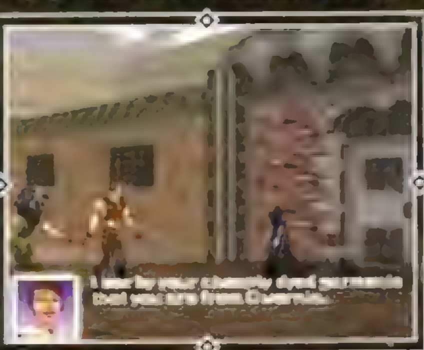
Note

Shop B's shopkeeper sells Antidote, Curing, Healing, Restore, and Stamina Potions, Gemstones, Herbs, Sapphire Gems, and Spices. He can train characters in Alchemist (Rank 10), Healer (Rank 10), and Merchant (Rank 3).

Note

Shop C's shopkeeper sells Bows of Accuracy, Dragon Fangs, Great Bows, Heartseeker Bows, Long Bows, and Tinker's Gloves. He can train characters in Mechanician (Rank 9), Merchant (Rank 8), and Ranger (Rank 5).

Northeast of Bodecia's niece, along the same wall as the empty house and southeast of Shop C, is Shop D. North of Shop D is an empty house, followed by an empty shop and another empty house.



Note

Shop D's shopkeeper sells Charisma Potions and Harps of Igone. She can train characters in Diplomat (Rank 7), Loremaster (Rank 5), Merchant (Rank 4), and Troubadour (Rank 10).

Heading up the incline near Bodecia's niece takes you to Terminor's third level. Along the northeast wall is an empty house and an empty shop. Along the southeast wall is Shop E. At the northern end of the third level of the town is an incline to Terminor's fourth level, which has nothing but a few fountains and a house locked beyond the picking ability of your best thief.



Note

Shop E's shopkeeper sells Acid Flasks, Sleep Gas Flasks, and Sense Aura Scrolls. She can train characters in Loremaster (Rank 10) and Merchant (Rank 3). There are also some books in her shop that characters with high Loremaster skills can read.

Once you've sufficiently explored Terminor, return to the Staggering Ogre Inn. A cutscene plays as you enter. Alaron tells the disbelieving guests about the Necromancer's massacre of Pome. At that moment, a badly wounded survivor stumbles in, confirming Alaron's tale just before she dies. Then, Niesen shows up and relates the story of his flight from Pome. He saw Shamsuk questioning the miners' wives in Pome before it was destroyed. If you tell him "I've been thinking about Pome myself..." and "I'm with you," he invites Alaron to enter the Darkling Bog, destroy the tower in it, and then attack the Necromancer.





Niesen insists on having a party strong in magic. You'll need a thief to climb the tower and Niesen to enter it. To take Niesen, you must leave behind Abrecan, Arturo, Keelin, or Godric (whoever is in your party). The dismissed character will wait for you at the Stumbling Ogre Inn. (If she wasn't in your party when you entered Terminor, Keelin is also in one of the rooms at the Inn, but there's no point in inviting her yet—your fourth member must be Niesen). Once you choose Niesen for your party, you can't drop him until you successfully assault the Necromancer's Tower in the Bog.

Side Quest: Mago's House

The locked house on Terminor's fourth level is Mago's House. To access it, speak to Tamberlain after spending a night at the Staggering Ogre Inn, and ask him about Mago. Tamberlain will tell you that Mago, a Wizard without a True Name, rose in power until he could not control his magic and almost exploded into a magic storm when a lynch mob tried to kill him. He was left crippled, cared for by his wife. Legend has it that he killed a man's wife during his rage, driving the man insane and sending him into the Bog to live apart from humanity as the Wild Man of the Bog.



After Tamberlain tells you the story, visit Mago's House. A woman waits outside; tell her that Tamberlain sent you and be courteous, and she will open the door for you. Inside is a woman who sells Aura of Death Scrolls, Darkness Scrolls, Stamina Scrolls, Vs. Necromancy Scrolls, and Spice. She can train your characters in Merchant (Rank 5) and Wizard (Rank 9).



When you come to the basement of Mago's House, where Mago and his wife sit, approach them to begin a cutscene conversation. Alaron recognizes Mago as the crippled old man from his vision with Ardra. If Alaron tells Mago and his wife about his quest for his True Name, they both become upset and tell Alaron to go into hiding or else the same thing that happened to Mago will happen to him. Mago also reveals (in backwards-speak) that the Jundar Wizard who stopped his involuntary rampage can be found to the south, in a chasm.



Map 4-3

[illegible] -Herb
[illegible] -Herb
[illegible] -Gold
[illegible] -Herb
[illegible] -Curing Potion, Stealth Potion, Sapphire Gem
[illegible] -Herb
[illegible] -Spice
[illegible] -Gold
[illegible] -Terminor Hint, Gold
[illegible] -Gemstones
[illegible] -Curing Potion, Gold
[illegible] -Herb
[illegible] -Herb
[illegible] -Spice
[illegible] -Gemstones
[illegible] -Stealth Potion, Giant Fur
[illegible] -Spice
[illegible] -Herb
[illegible] -Gemstones
[illegible] -Restore Potion, Stealth Potion
[illegible] -Gemstones
[illegible] -Gemstones
[illegible] -Herb
[illegible] -Sapphire Gem, Gold
[illegible] -Gold
[illegible] -Spice
[illegible] -Gemstones
[illegible] -Defense Potion, Stealth Potion
[illegible] -Curing Potion, Stealth Potion
[illegible] -Curing Potion, Stealth Potion
[illegible] -Spice
[illegible] -Curing Potion, Stealth Potion, Helm of Defense
[illegible] -Gold
[illegible] -Gemstones
[illegible] -Wizard Hat, Gemstones, Sapphire Gem, Gold
[illegible] -Witch Ring, Herb, Gold, Sapphire Gem
[illegible] -Gold
[illegible] -Healing Potion
[illegible] -Strength Potion, Gold
[illegible] -Spice
[illegible] -Spice
[illegible] -Herb
[illegible] -Spice
[illegible] -Gemstones
[illegible] -Curing Potion, Stealth Potion
[illegible] -Healing Potion, Sword of Might
[illegible] -Stealth Potion, Sk. Elemental Scroll
[illegible] -Stealth Potion, Helm of Wisdom
[illegible] -Gemstones
[illegible] -Gemstones
[illegible] -Potential encounter with wandering spirit
[illegible] -Ladder



To Shamsuk's Tower

Once you've done all of your shopping, equipping, and training, leave Terminor via the front gate. Follow the stone path; when it meets the dirt path, head north. You might encounter the wandering Spirit here. Follow the dirt path back to the stone bridge you crossed, and then take a sharp right (southeast) and follow the river until you see a flat grassy hill to the northeast, and the river chasm stops.



Walk northeast around the flat hill until you come to a Zombie standing in the middle of a patch of sand. Enter into conversation with it (which leads to a fight with multiple Zombies). After defeating the Zombies, proceed through the narrow passageway to the north. Follow it until you see the dark green grass of the Darkling Bog. Head southeast, keeping to the flat part of the swampland.



Side Quest: Elisheva's Tomb



Elisheva's Tomb is near the Wild Man of the Bog, northwest of Shamsuk's Tower. Approach the crumbled stone steps and enter. Several Zombies defend the first level, and there's a ladder down to the second level. The second level is a long hallway with alcoves to either side containing coffins marked with cryptic writings. At the end of the hall is a room with several smashed chests, two booby-trapped chests, a pile of treasure, and a horde of undead led by a Wraith.

One of the booby-trapped chests contains Elisheva's Heart, along with several Healing, Curing, and Stealth Potions, a good deal of Gold, Spice, Gemstones, Herb, and a Vs. Star Wand. The other contains similar Potions, Gold, and spell components. The pile of treasure includes some more Gold, Gemstones, and Elisheva's Scythe.



Continue to the southeast for quite some time until you come to a broad, flat clearing in the swamp with a few murky streams and several weeping willows. There is a large hill with a flat top in the distance. Approach the hill and circle around it to find the Tower of Shamsuk the Necromancer. (If you're having trouble locating it, refer to the map and follow the streams; one of them flows right by it.



Additionally, the Wild Man of the Bog is nearby—to the northwest near an enormous tree with exposed roots—and he can give you directions. Elisheva's Tomb is also nearby; see the sidebar.)

Map 4-4


7th Fl
Entrance
6th Fl
5th Fl
4th Fl
3rd Fl
2nd Fl
Portal to
Oisin Forest
1st Fl

Shamsuk's Tower

Two Stone Golems protect the Tower. Even if you can sneak around them, engage them in combat; they're a good test of your party's readiness to enter the Tower. After defeating the Stone Golems, move to the scaffolding on the Tower's right (eastern) side and press Ⓐ. At the top of the scaffolding, turn left (south) and go through two consecutive doorways to reach a ramp facing downward. You will also find a pouch containing Stealth Potions and the Black Key (one of three essential Keys for the Tower). Approach the ramp and press Ⓐ to descend.



At the bottom of the ramp, go left and follow the checkered tile pathway to a white door. Go through the door to find yourself on the same tile path, floating in the middle of the sky. Continue down the path, keeping left. Halfway along it is an invisible pathway to the left. (You can't fall off the tile path, so don't worry about that when you're looking for the invisible one.) Run to the end of the invisible pathway and press Ⓐ. You enter a semicircular room with portraits on the walls and water on the floor.



Turn left from where you entered the room and face the portrait with water flowing from it. Press Ⓐ to be transported into a fiery room with Hellhounds immediately to your left. Sneak around the Hellhounds unless you have strong protection against Elemental magic, because their Dragon Flames can quickly destroy your party. Take the ramp to the left of the entrance all the way down to the white door at the bottom, skipping the first passageway to the left. Enter the door.



In the next room, follow the checkered carpet across the short hallway to the door with the white squares at the opposite end. Pass through that door. The next room is very similar to the last one. Along the middle of the right-hand wall is a painting of a landscape with moving clouds. Face it and press Ⓐ to take a secret door to a bedroom. Along the left wall of the bedroom is a small wardrobe with a chest inside.



The chest contains the Bone Key, which you'll need to finish the level, so pick it up, then head back through the painting to the hallway you were just in. Go to the end of the hallway (Alaron's right as he exits the bedroom) and pass through the door to enter another hallway. This one has a pack of Zombies pacing the floor, and the exit door is at the bottom of a ramp. Defeat the Zombies, approach the ramp, and press Ⓐ to descend.



The ramp ends at a small room with two doors that have flaming skulls above them. Choose the one closest to the entrance (the leftmost one, as you face them), which takes you to a small corridor with two portraits of a woman on the walls. Walk to the opposite end of the room and go through the door. In the next room, take the door at the end of the left wall (the one opposite the stack of crates).



This next room, a laboratory from the looks of it, is a little tricky. After entering, walk straight ahead exactly 13 steps, turn left, walk up to the wall, and press Ⓐ. If monsters interrupt you, defeat them, return to the entrance, and start over. If you've done it properly, you should enter a large circular room with a fire in the middle and an enormous Earth Elemental pacing around. Run directly across the room to the large portrait of the woman and press Ⓐ to enter another magic laboratory.



The exit from this room is the downward ramp with the ornate eyeball over it. Press Ⓐ at the head of the ramp to enter a small hexagonal room with Plague Zombies in it. Fight them if you wish, then exit the room through the door opposite the one you entered through. You'll be in another hexagonal room with a booby-trapped chest and a statue of a woman in the center. In the chest is a Helm of Charisma. Exit through the door the statue faces; there are portraits of demons to either side of it, and the one to the left is upside down.



In the next room is another statue—a man holding a staff. In the trapped chest next to it is Breklor's Firestaff. Exit through the door that the statue's left hand and staff point toward; you enter a corridor with Giant Skeletons. Halfway down, on the left, is a hidden door. Press Ⓐ while walking along the wall to discover it and pass through.



Take the descending ramp past the Stone Golems in the next room, follow the ramp down, and take the second door to the right (it's purple, with gold handles that look like an X). Run to the end of the next room, a short hallway with a door similar to the purple one at the end, and open it to enter the Bone Room Maze. In the Maze is a Minotaur Lord with the Blood Key to the Tower, some Potions and Spice, and some other treasure lying around. You have the Bone and Black Keys, and you need the Blood Key to finish the level, so be sure to find and kill the Minotaur Lord. The Maze might seem confusing, but there is only one exit besides the door you entered through; it's located on the Maze's western wall.



Exiting the maze takes you into a warped hallway guarded by Plague Zombies. Run to the end of the hall, to the floral-patterned door, and enter the next room—a hallway with a blue zigzag pattern on the floor. Run left to the end of the hallway, which is guarded by Wraiths, and go through the door. In the circular room you enter, head down the ramp and press Ⓐ at the end of it. Continue running down the ramp and enter the first door on your left (purple, with X-shaped gold handles).



This brings you to a short hallway with a psychedelic doorway at the end. Enter the doorway by pressing Ⓐ, and press Ⓐ repeatedly as you follow along the left wall (it's quite a hike) until you discover a secret door. It takes you to a very short hallway, at the end of which is a door. Go through the door to enter another circular hallway patrolled by Wraiths. Again, press Ⓐ while running along the interior wall of the circle to find a secret door. You appear in another small hallway with a door at the other end. Walk through that door.



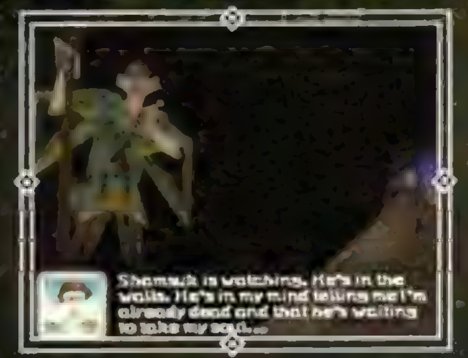
This takes you to a small circular room with a column of energy in the middle and a Wight guarding it. Defeat the Wight, then stand in the center of the energy column. Leave the column and backtrack to the outer ring of the psychedelic level. Walk along the outer edge of the hall this time, pressing Ⓐ until you come to a secret door (it's a panel of slightly different psychedelic colors). As you walk through this door, a cutscene plays.



The party appears on a subterranean ledge with an enormous stone hand extending from it. Niesen marvels at the party's ability to get so far into the Tower, then reveals that the curse is much stronger here and says he's going to die somewhere inside the Tower. Alaron argues with him in vain. Niesen thanks Rheda for trying to save him, and she encourages him to not give up hope. A flame-covered Demon shows up to destroy the party, but Niesen has one spell that can defeat him. He tells the others not to follow him and asks Alaron to take care of Rheda for him. Then he ascends the stone hand to fight the Demon. They kill each other, and the party is free to exit.



Run up the hand and press Ⓐ when you reach the palm. The party is transported to another subterranean platform with two Portals at the other end of it. Run toward the Portals, and a cutscene featuring the Jester from Port Saiid will play. The Jester tells the party his real name, Farris, and then admits to helping Shamsuk. He didn't want to, but Shamsuk was too powerful to oppose, so he took on the role of the fool to hide his secrets from Shamsuk. After Rheda expresses her disbelief, Farris tells Alaron that Shamsuk is menacing Oriana. Alaron has the option to include Farris in the party; it's a good idea to bring him, now that you're now short a member.



Battling Shamsuk

The right Portal is not functioning. The left one takes you directly to Oriana's Hut and into combat with Shamsuk, so be sure you've properly equipped and healed your characters before stepping through. Once you do, a cutscene plays. Rheda tries to talk Alaron out of attacking Shamsuk, but Alaron's having none of it. Shamsuk appears and tells Alaron that his schemes were designed to keep Chaos from using Alaron's Wilding powers to destroy the world. He then asks Alaron to join forces with him to drive back Rabisat, but any hope he might have had of Alaron joining him is dashed when Shamsuk tells Alaron that he killed Oriana. Worse, he reveals that she was Alaron's mother. Alaron snaps, and a fight begins.



Shamsuk is a powerful Necromantic Wizard with Wraiths by his side, so ensure that Rheda makes good use of her anti-Necromancy spells. Your characters should be strong enough to withstand a good deal of punishment from the Plague Zombies, Giant Skeletons, and Wraiths accompanying Shamsuk, so use one or two characters to fight off the monsters while the others attack the Necromancer himself.



After you defeat Shamsuk, another cutscene plays. Alaron calls for Farris, who turns up with the Necromancer's Staff in hand and refuses to give it to Alaron because he's afraid of what the squire's uncontrollable magic might do with it. He also tells Alaron that, with Shamsuk out of the way, Rabisat will send her entire army to get Alaron. With that, he departs, staff in hand.





Act Five: Crossing the Desert

Map 5-1

1 - Chain Plates, Gold
2 - Fireball Wand, Leather Cloak, Gemstones, Gold
3 - Jundar Leather, Gold
4 - Acid Flask, Gold
5 - Curing Potions, Stealth Potions, Restore Potion
6 - Stealth Potions, Strength Potion
7 - Herb, Gold
8 - Dexterity Potion, Gold
9 - Curing Potion, Gold
10 - Sleep Gas Flask
11 - Jundar Leather, Gold
- Encounter with Farris
- Encounter with Dyrell
- Stairs

Barrow Mound
Jundar Gate
Entrance to Maxxen
Ugarit Main Gate
Secret Entrance to Ugarit (To Map 5-2)

Enemies

- Air Elemental
- Barrow Guardians: Behrooz, Nasim, Golnar, Mehrdad, Shatrevar, Ksathra, Assim
- Chaos Lieutenant
- Chaos Scout
- Chaos Sorcerer
- Chaos Spellweaver
- Chaos Stormer
- Chaos Warrior
- Dust Devil
- Earth Elemental
- Fire Elemental
- Giant Golem
- Giant Scorpion
- Gryphon
- Hellhound
- Large Scorpion
- Lava Hound
- Lugash, the Undead King
- Plague Zombie
- Salamander
- Sand Worm
- Skeleton
- Skeleton Archer
- Stone Golem
- Water Elemental
- Wight
- Wraith
- Zombie

Return to Terminor

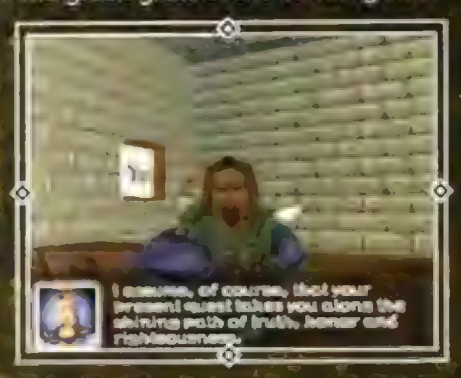
Following the cutscene with Farris, Alaron makes a Journal entry on his fight with Shamsuk and Oriana's death. Alaron clings to the hope that Oriana might still be alive, but her hut is empty. Return to the Oisin Portal (the first one you discovered back in Act One), press Ⓐ while standing under it, and the party is instantly transported to the ruins of Shamsuk's Tower, now just a pile of rubble with a Portal sitting atop it.



You're short a party member due to Niesen's death and Farris's departure, so head back to Terminor and go to the Staggering Ogre Inn. Not only do you find Keelin and Arturo still waiting patiently for you, you also encounter two new playable characters: Baird the Warrior Poet and Donovan the stuck-on-himself Swashbuckler. Baird makes a good replacement for Arturo, and Donovan makes a good replacement for Rheda, so go ahead and add them to the party. Purchase equipment and training as necessary, then leave Terminor via the front gate.



Follow the coast along the southeast until you come to a deep river chasm. Cross the bridge to the east; you'll encounter some Trolls guarding it, as Trolls are wont to do. Defeat them and continue southeast. The green grass of the terrain gradually shifts to the gray stone of the mountains, and the lush trees become leafless as you continue southward. Keep heading south through the desert valley until you come to a magical blue barrier: the Jundar Gate.



The Jundar Gate

Press Ⓐ at the Jundar Gate to begin a cutscene dialogue with the Guardian of the Gate. The Guardian forbids Alaron entrance to the Jundar kingdom unless he can answer the Guardian's riddle. If you wooed Pandara in the Dryad Forest, you can consult her via Pandara's Amulet. If you give an incorrect answer to the Guardian, it will unleash Fire, Air, Earth, and Water Elementals, which your party must defeat before you can try the riddle again.



The proper responses to the riddle are:

1. "Then say your riddle."
2. "I need some time to think, great Jundar spirit...."
3. "There is one gift that's yours and yours alone."
4. "Something else...."
5. "I know my greatest gift."



Once you've answered the riddle, the Guardian lets you pass and wishes you luck in Ugarit, which is farther southeast of the Gate. A short distance past the gate, Alaron runs into the wandering Spirit again. The conversation is very similar to the others they've had. Continue southeast toward Ugarit; refer to the map to stay on course. After you cross a long land bridge, you see an enormous black and purple structure. This is Ugarit. Keep running toward it and enter through the front gate, a black pulsating doorway.



Map 5-2

Phantom Cloak, Leather Boots, Gold
Curing Potions, Stealth Potions,
Defense Potion, Herb, Gold
Sholeh as playable character (if you fought her in the desert)
Stairs
Ladder

A
Shop A
Shop D
Shop E
Palace
Main Gate
Shop C
Inn
Shop B
Lower Level
Middle Level
Upper Level
To Map 5-1
Underground Tunnel from Shop A

Ugarit

Ugarit is the city of the Jundar, a magical race with blue skin. The Jundar are not accustomed to seeing humans in their city, but that doesn't keep them from selling a good deal of equipment and training, even if the hospitality leaves a bit to be desired. Ugarit is divided into three levels. The entrance to the city is on the upper level.



Shop A, which is only open during the day, is at the extreme northeast end of Ugarit's upper level. Pressing Ⓐ next to a crate near the back left wall of the shop reveals a tunnel to a secret passage out of Ugarit. The tunnel also holds three booby-trapped chests. The first holds a Defense Potion, Gemstones, and Gold. The second holds Curing Potions, Stealth Potions, and a Web of Starlight Wand. The third contains a Phantom Cloak, Leather Boots, Gemstones, and Gold.



Note

Shop A's shopkeeper sells Fire Flasks, Stealth Potions, Poison Darts, Tantos, Cloth Armor, and Leather Armor. He can train characters in Merchant (Rank 9), Stealth (Rank 5), and Thief (Rank 10).

Moving southwest from Shop A, the party will pass by the following doorways, in this order: an unoccupied shop to the south, an unoccupied shop to the north, an unoccupied shop to the southeast, an unoccupied shop to the northwest, the main gate to Ugarit to the west, an unoccupied shop to the southwest, an unoccupied shop to the northeast, an unoccupied shop to the southwest, stairs leading down to Ugarit's middle level to the north, and stairs leading up to the Inn to the east.



The downward stairs near the Inn bring you to Ugarit's middle level, which is slightly more happening than the upper level. To the southeast of the stairs on the middle level is Shop B. Walking around the middle level in a northerly direction, you will pass (in this order): an unoccupied shop to the northeast, Shop C to the southwest, stairs leading to the lower level to the east, an unoccupied shop to the west, an unoccupied shop to the east, Shop D to the northwest, and the Library at the extreme northeast end of the city's middle level.



Note

Shop B's shopkeeper sells Bows of Accuracy, Dragon Fangs, Great Bows, Heartseeker Bows, Hunter's Bows, Long Bows, and Short Bows. She can train characters in Merchant (Rank 6), Warrior (Rank 10), and Missile (Rank 10).

Note

Shop C's shopkeeper sells Battle Axes, Broadswords, Enchanted Blades, Great Axes, Great Swords, Ice Stilettos, Maces, Mauls, Poleaxes, Sabres, Scythes, Staffs, and Swords of Might. She can train characters in Merchant (Rank 8), Hafted (Rank 10), Pole (Rank 10), Sword (Rank 10), and Shield (Rank 7).

Note

Shop D's shopkeeper sells Leather Cloaks, Jundar Gauntlets, Plate Gauntlets, Boots of Adamant, Leather Boots, Woodsman's Boots, Mercenary Belts, Cloth Armor, Jundar Leather, Leather Armor, Beast Hides, and Hellbound Hides. She can train characters in Diplomat (Rank 10), Merchant (Rank 8), and Ranger (Rank 8).

The Library has three colored beams of light, similar to the light emitted from Portals. Standing in the blue beam and pressing Ⓐ takes you to a subterranean room with three books open on pedestals: *Letters and Treaties*, *Thoughts on Lesser Races*, and *Beneath the Barrow's Stones*. The red beam takes you to a room with three more books: *The Exploits of Zaratas*, *Betrayal in the Darkling Hills*, and *FLES YM ROF*... The purple beam takes you to yet another room with three books: *A Strange Old Journal*, *The Book of Spirit*, and *The Book of Songs*. There is also a Jundar woman in this room who sells Acid Bolt Scrolls, Brilliance Scrolls, Control Zombie Scrolls, Solar Wrath Scrolls, and Helms of Wisdom. She can train your characters in Loremaster (Rank 10), Merchant (Rank 8), and Wizard (Rank 3).



After reading the books, pieces of a story begin to come together. Zaratas is a Jundar war hero who somehow tamed a Giant Red Serpent (a Dragon?) in the desert. Also, in an area called the Barrow lie the bones of a Jundar general named Lugash, and a magical Horn is supposed to be buried near him. Finally, from the cryptic *FLES MY ROF* book ("FOR MY SELF"), Alaron deduces that he must find a wizard in Maxxen to join his Spirit to his body.



Taking the stairs from the middle level brings Alaron and company to the lower level. To the north is Shop E (you have to go through three rooms before you find the shopkeeper), to the northeast is a golden sculpture, to the east is the Palace, to the southeast is an unoccupied shop, and to the south is a garden.



Note

Shop E's shopkeeper sells Web of Starlight Wands, Dispel Elemental, Frozen Doom, Stellar Gravity, Vs. Elemental, and Web of Starlight Scrolls. She can train characters in Merchant (Rank 7) and Wizard (Rank [illegible]).

Enter the Palace and head all the way up the blue pathway. A cutscene audience with the Jundar Emperor, Zaratas, begins. Alaron explains his situation to Zaratas, who is horrified that the unnamed Alaron came to Ugarit. Zaratas cannot name Alaron; only the Dragon Rooughah can do that. Alaron needs to find the Golden Horn of Kynon and play it for Rooughah. The Horn is in the Barrow, which is west of Ugarit, and Zaratas tells Alaron to avoid Maxxen on the way over. He will have to defeat seven guardians and then fight an undead king to get the Horn. When Alaron gets the Horn, he's to return with it to Zaratas. Zaratas also tells Alaron to visit a nearby human hermit. He lives in a canyon to the northwest and is cared for by Sholeh, a Jundar woman.



Into the Desert

After your conversation with Zaratas, equip your party, train them as necessary, and exit Ugarit through the main gate. Head northwest past the skeleton of the giant beast that's half-buried in the sand, and then go almost true north (slightly northwest) until you come to a gap in the northern rock wall. The gap opens into a downward passage guarded by Gryphons. After defeating the Gryphons, run down the path to the southwest until you arrive at the bottom of the canyon, then head in a generally southern direction along the cavern floor. At any forks in the road, bear to the right and keep going.



Side Quest: Hellhound Cave

If you want to pick up some experience (and a Belt of Teleport), head due west from Ugarit, crossing a land bridge and passing three mesas. Turn south and run toward the bluish-gray pillar in the distance. You arrive at a stone courtyard. Walk onto the sand path at the south end of the courtyard and follow it down until you reach a cave. Enter the cave and fight the Hellhounds and Lava Hounds inside. At the end of the cave is a pile of Gold with a Belt of Teleport sitting in the middle of it.



After the first fork, you find the human hermit Fyrsil on a sandy ledge to the east; the female Jundar Sholeh cares for him, but she's not there at the moment. Speak to Fyrsil; he is a valuable source of information. Give him the following responses:

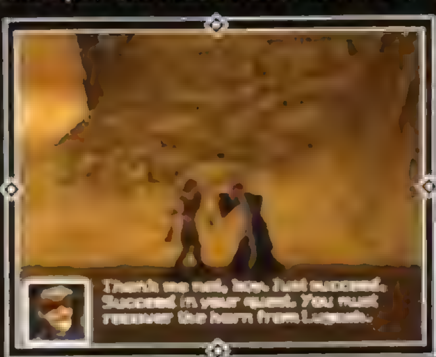
1. "I'm after the Kynon horn."
2. "Do you know how to get me a true name?"
3. "Teach me."



Fyrsil is the powerful Wizard that Mago tried to get Alaron to visit. Fyrsil tells Alaron the story of how he did not help Mago in Terminor when Mago was unnamed. Terminor was nearly destroyed, Mago went mad, and Fyrsil lost his eyesight. Fyrsil can't name Alaron, but he can help him on his quest. The Lich, Lugash, has the Horn of Kynon. To get to Lugash, Alaron must defeat his seven captains, take their gifts, and return them to Lugash. This will open Lugash's home and allow you to defeat him.



Fyrsil accuses Zaratas of treachery for telling Alaron not to go to Maxxen, because the only weapon that can defeat Lugash is the Sword of Lodin, found in the well at the Maxxen ruins at the end of the canyon you're in. Follow the well to the bottom and open the hidden door to find the Key. Use the Key to open a second hidden door. Once you have finished your conversation with Zaratas, he will train your party in Merchant (Rank 7) and Shield (Rank 10).



After Fyrsil has trained your characters, continue southwest down the cavern. At the end of it is a deep pit with a narrow path leading down. Follow the path all the way to the bottom. At the bottom of the pit is a locked door to the north. This is the entrance to Maxxen, Lodin's tomb. You will need a character with a Thief skill of at least Rank 8 to open it. On the other side of the door is a hallway guarded by Giant Skeletons and Plague Zombies. At the end of the hallway are three doors. Pick the lock on the left one and head through it.



Map 5-3

- Curing Potions, Healing Potions, Stealth Potions
- Lodin's Key
- Curing Potions, Stealth Potions
- Encounter with Lodin's Ghost
- Locked Door
- Locked Door (Need Lodin's Key to open)





Maxxen

Run through the short hallway and open the door at the end of it. You appear at the end of another hallway that runs to the right and is guarded by Skeleton Archers. In the booby-trapped chest at the far end of the hall are Healing and Curing Potions. Pick the lock on the door next to the chest to enter the next hallway, which is guarded by Wights and Giant Skeletons. In the chest in the middle of the hall is Lodin's Key. Get it, and then backtrack to the hall with the three doors.



Use your best Thief to disarm the trap on the center door, and Alaron will automatically use Lodin's Key to open it.

A cutscene plays when the door is open. The ghost of Lodin cries out that Lugash is on the march, and he calls for his sword and armor.



Alaron tells him those days are past, and Lodin gives Alaron his Sword, (which he calls Fate) to fight Lugash.

Leave Maxxen and climb out of the pit the same way you descended into it. Backtrack north out of the canyon and stay to the right at any forks in the road. You should wind up at the top of the path leading into the cavern— the one that was guarded by Gryphons when you first found it. Head southwest. Keep heading past the first land bridge you see to the north and take the second one, which is only a short distance past the first.



Map 5-4

- Healing Potions, Restore Potion, Stealth Potions, Spellbreaker Axe, Gemstones, Sapphire Gems, Gold
- Control Zombie Scroll, Spice, Gold
- Stairs
- Barrow Guardians' crypts, in the order you must open them
- Dragon statues, in the order you must place the Barrow Guardians' gifts in them.

Barrow (Northern Side) 1st Fl

Barrow (Northern Side) 2nd Fl

Barrow (Southern Side)

The Barrow

Continue north, through the path between two large hills. Once you pass the hills, turn left and run west until you reach a stony rock wall. Turn left at the wall and run south, parallel to the wall, and follow the wall as it curves west. A goblet-shaped mesa appears before you, in an expanse of blackened land. Run to the northwest, and a cutscene automatically plays as you approach the Barrow.



Approach the Barrow mound. There are seven boulders, each with a different rune in front of them, scattered around the mound. These are the Keystones for each of Lugash's Barrow Guardians. Standing on a rune and pressing Ⓐ unlocks that Guardian's Keystone; the boulder rises into the air, and you can confront the corresponding Barrow Guardian in the Barrow below to take the gift that Lugash gave him. Remember: To unlock Lugash's lair, you must get a gift from each of the seven Guardians.



To enter the Barrow, stand on one of the holes in the ground on the Barrow's north side and press Ⓐ. Once in the Barrow, locate the crypt with the same rune in front of it as the Keystone boulder you just opened and press Ⓐ to enter into combat with that Barrow Guardian. Once you defeat the Guardian, return to the Barrow surface and activate the next Keystone. The Keystones can only be activated at night, and in a specific order (see map): Behrooz (the Spiritdrake Helm), Nasim (the Stormdrake Claws), Golnar (the Firedrake Fang), Mehrdad (the Stardrake Aegis), Shatrevar (the Magedrake Ring), Ksathra (the Nightdrake Mantle), and Assim (the Irondrake Plate).



The Guardians are very easy to defeat, especially if Alaron has Lodin's Sword, and their gifts appear as treasure items after you defeat them. Once you have all seven gifts, exit the Barrow and enter through one of the holes on the south side of the Barrow mound. This brings you to a large square crypt. Seven dragon plaques hang along the western wall, each with one of the seven runes in front of it. Stand on each rune and press Ⓐ to give the appropriate Barrow Guardian gift to the Dragon on the wall.



After giving a gift to each of the seven Dragons, return to the Barrow via the hole on the north side of the Burrow mound. Descend the stairs leading south from the wall of black marble in the Barrow and go through the door at the bottom. Walk clockwise along the spiral path until you come to an open area where Lugash stands. Approach him, and a cutscene begins, which leads into combat with Lugash.



Lugash is immune to all attacks except Lodin's Sword, so use other party members to cast defensive magic and heal each other. It's a pretty easy fight, and when it's over, the party gets some nice goodies, such as the Staff of Lugash and Royal Platemail. The gate to the room adjacent to the one in which you fought Lugash opens. Enter the room to find three treasure chests. One contains a Bow of Thunder, Spice, and Gold. One contains Healing, Restore, and Stealth Potions, a Spellbreaker Axe, Herbs, a Sapphire Gem, and Gold. The other contains a Control Zombie Scroll, a Witch Ring, Gemstones, and Gold.



In the southeast corner of the Barrow is the Horn of Kynon. Approach it, and Alaron automatically picks it up. With the Horn in hand, exit the Barrow. Head southeast along the path you took to the Barrow to return to Ugarit.





Act Six: Return to Erromon



ENEMIES

- Chaos Mauler
- Chaos Slayer
- Chaos Spellweaver
- Dougal
- Dracovern
- Fire Elemental
- Firelord
- Gryphon
- Hellhound
- Manticore
- Minotaur
- Minotaur Lord

Ugarit

Once you've returned to Ugarit, head directly to the Palace and speak with Zaratas in the throne room. Zaratas praises Alaron for his bravery. He tells the story of how the Jundar became separated from the great red Dragon Rooughah and says that, with Alaron's recovery of the Horn of Kynon, the Jundar's dark days might be at an end. He also tells Alaron to go to the Dragon, who lies deep in the caverns of Erromon, show him Lodin's Sword and the Horn of Kynon, then ask Rooughah for his True Name.



Take care of any necessary business in Ugarit, then head northwest out of town until you reach the Jundar Gate. Along the way, you encounter a Jundar traveler who tells you that the forces of Chaos are on the move. Immediately past the Jundar Gate is Alaron's wandering Spirit. Enter into conversation with it; it doesn't matter what you choose, because the conversation ultimately comes down to Alaron joining with the Spirit.



Your characters head into what appears to be a battle situation. As the Spirit moves closer, they become ensnared in the vortex of the shadow. Keep skipping their turns with Ⓩ until the Spirit moves close enough to touch Alaron. Alaron blacks out and a cutscene plays, flashing back to the Goblin raid that interrupted Alaron's naming ceremony as a baby. The spirit and Alaron finally join. Alaron wakes up to a concerned Brenna looking down at him. He tells her that for the first time since the quest began, he feels complete, though he still lacks a True Name.



Continue to Erromon. You can either hoof it the entire way or use the Portal in the ruins of Shamsuk's Tower to transport to Oisin forest and walk from there. If you stop in Terminor on your way to Erromon, you find Dougal at the Staggering Ogre Inn. He's a well-rounded Wizard, Thief, and Warrior; best of all, he doesn't wear purple armor, so you *might* consider replacing Donovan with him.



Map 6-1

- Strength Potion
- Curing Potions, Stealth Potions, Strength Potion
- Whirlfire Scroll, Gemstones, Gold
- Reflection Belt
- Curing Potions, Healing Potions, Starfire Wand, Spire, Gold
- Crushing Death Wand, Gold
- Gloves of Healing, Gemstones, Gold
- Curing Potions, Stealth Potions, Spellbreaker Axe
- Stairs to Erromon (exterior)
- Encounter with Roushab (press Ⓐ on platform when you have Dragon Key)
- Dragon Key, Gold

Portal

Shop

The Erromon Tunnels

Gotzone meets Alaron at the entrance to Erromon. She says that your war against the forces of Chaos is succeeding and that Yeraza is waiting for you in the cavern tunnels. Enter the cavern through any Mirari house. Yeraza is in the second long tunnel to the south just before the two shopkeepers. Approach her.



Alaron asks Yeraza for access to the Dragon. Yeraza accuses Alaron of trying to subjugate the Mirari as the Jundar did in the past. However, cooler heads prevail, and Yeraza offers to help. She is reluctant to enter the Dragon's subterranean home, but she unseals the door behind her and tells Alaron he may pass. Open the door and take the lowest of the three paths on the other side of it. Follow the path south, fighting Minotaurs and Minotaur Lords until you reach the door at the other end.

If Dougal is in your party when you reach the door, a cutscene plays. It turns out that he is actually a double agent, loyal to Rabisat, and he is wild with desire for the Horn of Kynon. He won't give it up, so Alaron attacks him, and a battle begins with your party versus Dougal and several Chaos Maulers, Chaos Slayers, and Chaos Spellweavers. Even if you win, you'll still be down a man. Maybe the guy in purple wasn't so bad after all....



Pass through the door. Speak to one of the many Mirari Dragon Servants in the cavern beyond. They try to dissuade you from seeing Rooughah. Answer their questions any way you like; they will tell you only that there is a Key to the Dragon's chamber.



The Dragon Key is in a chest in the northernmost alcove of the cavern. Get it, and head west through the caverns. You must cross a stone bridge guarded by Firelords and run through tunnels teeming with Fire Elementals and other nasty beasts. Continue west until you come to a large wooden platform. Run up the ramp onto the platform and press Ⓐ. Alaron is transported to Rooughah's lair.



Rooughah nearly fills the entire room. Approach his head and press Ⓐ to begin a dialogue. The Dragon tells Alaron he is the first of the human age of mages and asks him to play the Horn of Kynon. A cutscene follows with Alaron playing the Horn. A great fire erupts and Alaron demands a True Name. The Dragon tells him he knows his True Name: Alaron. A huge magical burst fills the lair, Rooughah flies away, and Alaron returns to the rest of the party in the Erromon tunnels.



Alaron tells the group that it's time to go home. Backtrack out of the cavern until you reach the door Alaron entered through. Yeraza and Gotzone wait for Alaron on the other side. Alaron tells her he has received his True Name and thanks Yeraza for her help. She tells him he is welcome back in Erromon any time. Gotzone then interrupts and tells Alaron that the forces of Chaos are gathering outside Gwernia for a final assault.



Act Seven: The Final Battle

ENEMIES

- Chaos Major
- Chaos Mauler
- Chaos Warrior
- Fire Elemental
- Marquis
- Pochangarat
- Prince Sheridan

Return to Gwernia

After finishing your conversation with Gotzone and Yeraza, head north up the main cavern and use the Portal that links to the one in Castle Gwernia's basement. If you chose Dougal for your party and he betrayed you in the Dragon's cavern, consider picking up Keelin or Arturo (Abrecan, Godric, and Rheda are too weak for the challenge at the castle) in Terminor before heading to Gwernia.



After you've teleported to Gwernia, climb the ladder to the Wizard's Tower and run clockwise around the stairs. You encounter Gabrion, who tells Alaron that King Phelan is in the midst of battle on the castle's upper battlements. After the conversation, continue up the stairs and toward the top level of the castle.



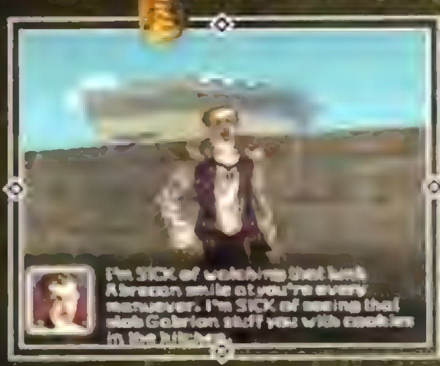
Many high-level monsters creep along the battlements, so be prepared for a few scraps. At the top of the stairs, turn left and run counterclockwise around the battlements. The first monsters you encounter are Chaos Maulers and Chaos Majors. Past them is a Marquis backed up by Fire Elementals. If you have the Marquis Amulet, now's the time to use it.



After destroying the Marquis and the Fire Elementals, you find Prince Sheridan. When you approach him, Sheridan admits his jealousy of Alaron. He also reveals that Phelan took Oriana as his lover while Bodecia was dying. Phelan and Oriana fathered Alaron, who became his favored son. Sheridan then confesses that he's been in league with Rabisat the whole time and that he turned over Phelan to Pochangarat, who is killing the King as they speak.



The conversation ends, and the party begins combat against Sheridan. It's four against one, and Sheridan doesn't use magic, but he is well armored. If your party has good armor and many hit points, the battle should be a walk in the park. Surround Sheridan and treat him like a piñata until you're victorious, then take Sheridan's Sword as the spoils of victory.



Immediately after you kill Sheridan, a cutscene dialogue begins between Alaron and Pochangarat (whom you will recognize as the huge monster from Alaron's first vision in Oriana's Hut). She tells Alaron that he ruined everything for Chaos when he took a True Name, and that he could have had enough power to burn the world, but instead settled for being merely human. This leads to combat with Pochangarat.



Pochangarat uses lethal Frozen Doom and Fireball spells, so be sure your party is protected against Star and Elemental magic. Mirror spells are extremely handy; even if they don't reflect spells cast on your characters, they at least let your characters resist the spell. Physical attacks work best against Pochangarat, especially if Alaron has Lodin's Sword.



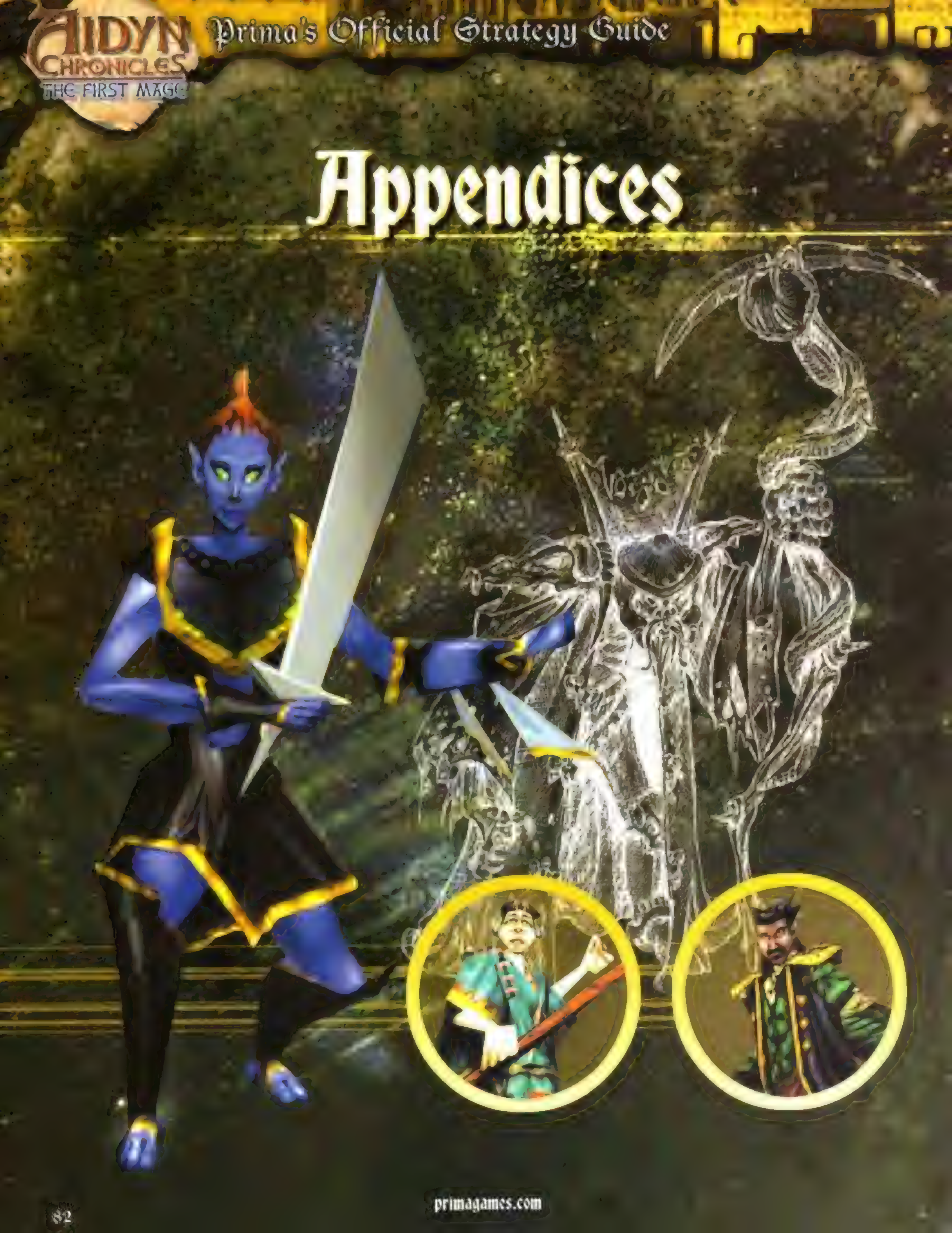
Immediately after Pochangarat's death, another cutscene plays. Alaron challenges the rest of the forces of Chaos to come out, but there are none left. Alaron is still in a killing rage, but Phelan calls out to him, and he calms down instantly. Phelan is dying from wounds suffered during his own battle with Pochangarat, but he says his pain is fading now that Alaron is there. He tells Alaron that he is his father, and asks him to go to Oriana and tell her that he regrets keeping their love a secret and that his kingdom is hers. King Phelan asks Brenna to bury him beneath the Great Wall of Knights in Gwernia. Finally, he names Alaron his successor, passes the crown to him, and dies.



A final cutscene of Alaron's coronation plays, with all of the characters and races Alaron encountered in attendance. Ardra sets the crown on Alaron's head, and the spirit of Oriana appears to give the new king her love. The continent is united in peace under the Gwernian flag and the rule of King Alaron, and your quest is finally complete.



Appendices



Appendix A: Skills & Spells

Skills

Skill Name	Skill Description
Alchemist	Lets character create various potions out of Herbs, Spices, and Gemstones
Diplomat	Increases chance of getting useful information from conversation with other characters
Healer	Lets character heal others with Laying on Hands or self and others by Healing with Herbs
Loremaster	Increases likelihood of finding useful information in libraries (press Ⓐ near bookshelf)
Mechanician	Character can detect and disarm traps on doors and chests and make armor from Beast hides
Merchant	The higher the Skill Rank, the lower the prices for purchased items
Ranger	Increases amount of Herbs, Gems, and Spice harvested and decreases chances of ambush during camping
Stealth	Decreases chance of detection by monsters, especially when sneaking (press Ⓛ while walking)
Thief	Lets character climb walls and pick chest and door locks
Troubadour	Musical skill performing during combat improves party's attacks and defenses
Warrior	Improves hit probability and damage and allows for critical hits with any weapon
Wizard	Lets character learn and cast spells
Hafted (Weapon Skill)	Lets character equip Axes and Clubs
Missile (Weapon Skill)	Lets character equip Bows
Pole (Weapon Skill)	Lets character equip Javelins, Staffs, and other pole weapons
Shield (Weapon Skill)	Lets character equip Shields
Sword (Weapon Skill)	Lets character equip Swords and Knives
Thrown (Weapon Skill)	Lets character equip Throwing Daggers and other thrown weapons

Spells

Spell Name	School	Min. Wizard Rank	Damage	Range	Description	Restrictions	SC Cost	Aspect	Target Type	Component	XP Bonus
Air Shield	Elemental	1	0	5m/Rank	All friendly characters within range add 1/Rank to Armor value	—	6	Solar	Whole Party	Spice	[illegible]
Control Elementals	Elemental	[illegible]	0	10m/Rank	Caster gains control of one Elemental within range to use against other monsters	—	10	Solar	Single	Spice	[illegible]
Debilitation	Elemental	2	0	1m/Rank	Target loses 2 PS/Rank of spell	—	6	Solar	1/Rank	Herb	400
Dragon Flames	Elemental	1	[illegible]	1m/Rank	Target struck with magical flame	—	[illegible]	Solar	1/Rank	Spice	[illegible]
Earth Smite	Elemental	2	0	1m/Rank	Strikes target with large chunk of earth	Human-sized target or smaller	10	Solar	Single	Gemstone	[illegible]
Fireball	Elemental	[illegible]	1/Rank	5m/Rank	Caster fires ball of flame at target	—	15	Solar	1/Rank	Gemstone	[illegible]
Immolation	Elemental	4	1	1m/Rank	Target catches on fire and takes 1–6 points of damage per round until spell expires	—	8	Solar	Single	Spice	600
Lightning	Elemental	[illegible]	1	5m/Rank	Target hit by bolt of lightning	—	3	Lunar	1/Rank	Gemstone	[illegible]
Neutralize Poison	Elemental	2	0	1m/Rank	Neutralizes effects of poison	—	4	Solar	Single	Herb	[illegible]
Strength	Elemental	1	0	1m/Rank	Target gains 2 PS/Rank of spell	—	7	Solar	1/Rank	Herb	[illegible]
Wind	Elemental	4	1	5m/Rank	Dispels fog and damages one target	—	7	Solar	Single	Herb	690
Banishing Elementals	Naming	[illegible]	0	1m/Rank	Banishes (destroys) one Elemental	—	15	Neutral	Single	Gemstone	[illegible]
Brilliance	Naming	2	0	1m/Rank	Target gains 2 IN/Rank of spell	—	6	Lunar	1/Rank	Gemstone	400
Charming	Naming	1	0	1m/Rank	Caster gains control over target	Target must have a True Name	6	Solar	Single	Gemstone	[illegible]
Control Marquis	Naming	3	0	1m/Rank	Caster gains control of one Marquis	—	10	Lunar	Single	Gemstone	[illegible]
Endurance	Naming	[illegible]	0	1m/Rank	Target gains 2 EN/Rank of spell	—	6	Solar	1/Rank	Spice	[illegible]
Sense Aura	Naming	1	0	1m/Rank	Target reveals current stats; higher Spell Ranks reveal more information	—	7	Lunar	Single	Herb	[illegible]
[illegible]	Naming	2	0	1m/Rank	Target loses 2 IN/Rank of spell	—	6	Lunar	1/Rank	Herb	[illegible]

Spells, cont.

Spell Name	School	Min. Wizard Rank	Damage	Range	Description	Restrictions	SC Cost	Aspect	Target Type	Component	XP Bonus
Teleportation	Naming	[illegible]	[illegible]	[illegible]m/Rank	Caster teleports to chosen spot on battlefield	—	[illegible]	Neutral	Caster	Gemstone	700
Weakness	Naming	[illegible]	[illegible]	1m/Rank	Target loses 2 EN/Rank of spell	—	6	[illegible]	1/Rank	Herb	[illegible]
Acid Bolt	Necromancy	[illegible]	1	1m/Rank	Fires acid at target; target takes 1-6 points of damage per round until spell expires	—	8	Lunar	Single	Spice	650
Aura of Death	Necromancy	[illegible]	[illegible]	Entire Battlefield	Reduces morale of Solar-aspected characters, causing them to flee	Only vs. Solar	[illegible]	Lunar	All Enemies	Spice	400
Cheat Death	Necromancy	6	0	1m/Rank	If dealt a killing blow, target is restored to life with a few EN points	Target must have a True Name	[illegible]	Solar	Single	Gemstone	1000
Control Zombies	Necromancy	[illegible]	[illegible]	1m/Rank	Caster gains control of one Zombie	—	[illegible]	Lunar	Single	Herb	500
Crushing Death	Necromancy	7	7	1m/Rank	A ghostly hand crushes target's heart	Human-sized target or smaller	15	Neutral	Single	Spice	900
Darkness	Necromancy	[illegible]	[illegible]	1m/Rank	Changes day to night (affecting Solar-aspected characters)	—	[illegible]	Lunar	—	Gemstone	[illegible]
Exhaustion	Necromancy	2	0	1m/Rank	Target loses 2 ST/Rank of spell	—	6	Solar	1/Rank	Gemstone	400
Haste	Necromancy	4	[illegible]	3m/Rank	All targets' movement increased by 2/Rank of spell	—	[illegible]	Neutral	Entire Party	Spice	650
Spirit Shield	Necromancy	[illegible]	0	3m/Rank	All allies' Armor increases by 1/Rank of spell	—	6	Lunar	Entire Party	Herb	500
Stamina	Necromancy	[illegible]	[illegible]	[illegible]	Target gains 2 ST/Rank of spell	—	[illegible]	[illegible]	1/Rank	Gemstone	300
Tap Stamina	Necromancy	[illegible]	0	3m/Rank	Drains 2 ST/Rank of spell from target and adds them to caster's ST	—	[illegible]	Lunar	Single	Spice	600
Wall of Bones	Necromancy	[illegible]	[illegible]	[illegible]	Target is immobilized and cannot take any action for duration of spell	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	650
Wraith Touch	Necromancy	[illegible]	0	5m/Rank	Drains 2-12 points from random Stat of target	—	[illegible]	Lunar	1/Rank	Gemstone	1000
Dispel Elemental Magic	[illegible]	[illegible]	[illegible]	[illegible]	Dispels any active Elemental spell	—	[illegible]	[illegible]	1/Rank	Herb	300
Dispel Naming	Neutral	2	0	1m/Rank	Dispels any active Naming spell	—	6	Neutral	1/Rank	Spice	300
Dispel Necromancy	Neutral	[illegible]	[illegible]	1m/Rank	[illegible]	—	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Dispel Star	Neutral	2	0	1m/Rank	Dispels any active Star spell	—	6	Neutral	1/Rank	Herb	300
Mirror	Neutral	[illegible]	[illegible]	1m/Rank	Reflects cast spells back at caster	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Vs. Elemental	Neutral	[illegible]	0	1m/Rank	Increases resistance to Elemental spells by 6 percent/Rank	—	[illegible]	Neutral	1/Rank	Gemstone	300
Vs. Naming	Neutral	[illegible]	[illegible]	[illegible]	Increases resistance to Naming spells by 6 percent/Rank	—	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Vs. Necromancy	Neutral	[illegible]	0	1m/Rank	Increases resistance to Necromancy spells by 6 percent/Rank	—	[illegible]	Neutral	1/Rank	Herb	300
Vs. Star	Neutral	[illegible]	[illegible]	1m/Rank	Increases resistance to Star spells by 6 percent/Rank	—	5	Neutral	1/Rank	Gemstone	300
Aura of solar Wrath	Star	4	[illegible]	Entire Battlefield	Reduces morale of Lunar-aspected enemies, causing them to flee	Only vs. Lunar	5	Solar	All Enemies	Gemstone	400
Clumsiness	Star	[illegible]	[illegible]	1m/Rank	Target loses 2 DX/Rank of spell	—	6	[illegible]	1/Rank	Spice	[illegible]
Dexterity	Star	[illegible]	0	1m/Rank	Target gains 2 DX/Rank of spell	—	7	Neutral	1/Rank	Herb	600
[illegible]	[illegible]	[illegible]	[illegible]	1m/Rank	[illegible] for duration of spell	[illegible]	10	Lunar	Single	Herb	750
Light	Star	[illegible]	0	1m/Rank	Changes night to day (affecting Solar-aspected characters)	—	[illegible]	Solar	—	Spice	400
Photosynthesis	Star	[illegible]	[illegible]	1m/Rank	Targets regain some ST each round for duration of spell	[illegible]	[illegible]	[illegible]	[illegible]	Herb	[illegible]
Shield of Starlight	Star	[illegible]	0	1m/Rank	All allies add 1/Spell Rank to Armor value	—	8	Solar	Entire Party	Gemstone	500
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	Target's movement rate reduced by 2/Rank of spell, potentially immobilizing target	—	[illegible]	Lunar	Single	Spice	400
Web of Starlight	Star	[illegible]	[illegible]	[illegible]	Target ensnared in glowing web and immobilized until it breaks free (depending upon target's PS)	Human-sized target or smaller	[illegible]	Lunar	Single	Gemstone	300
[illegible]	Star	[illegible]	[illegible]	[illegible]	Target is seared with white fire	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

Appendix B: Items, Potions, Armor, & Weapons

Items

Name	Effect	Requirements
Amaranth Root	Fulfills Dryad Forest Quest, used by Ardra to heal Alaron	—
Amulet of Pork	Resist Physical -100 percent, -5 EN, -2 Warrior	—
Banner of Gwernia	+2 Diplomat	Must have Becan in party
Bardic Gloves	+2 Troubadour	—
Belt of Escape	Escape (spell), +1 Armor	—
Belt of Life	Cheat Death (spell), Resist Necromancy 100 percent, +1 Armor	—
Belt of Teleport	Teleportation (spell), +1 Armor	—
Black Key	Opens doors in Shamsuk's Tower	—
Blood Key	Opens doors in Shamsuk's Tower	—
Bone Key	Opens doors in Shamsuk's Tower	—
Boots of Adamant	+2 Armor	—
Boots of Speed	Haste (spell), +1 Armor, +3 DX	—
Boots of Striding	+5 DX	—
[illegible]'s Key	Unlocks Wizard's Keep room with Trahern's Sword	—
Cradawgh's Body	Fulfills quest to find Cradawgh	—
Darmath's Key	Unlocks door to room with Darmath's Sword	—
Ethereal Ring	+5 Armor	—
Gem of Sensing	Sense Aura (spell)	Min. 15 IN
Gloves of Healing	Endurance (spell), +2 Healer	—
Heart of Elisheva	Crushing Death (spell), Resist Solar, -4 EN	—
Helm of Charisma	Charming (spell), +2 Diplomat	—
Helm of Defense	+5 Armor, Resist Physical 100 percent	—
Helm of Tempests	Lighting (spell), Resist Air 100 percent, +1 Damage, +1 Armor, +2 Warrior	—
Helm of Wisdom	+1 Armor, +5 WL	—
Horn of Kynon	+6 Troubadour	Min. 18 IN
Jundar Gauntlets	+1 Damage	—
Kendall's Hat	+1 Armor, -1 Stealth	—
Leather Boots	+1 Armor	—
Leather Cloak	+1 Armor	—
Letter to Kitarak	Gives information about Rabisat's plot against Alaron	—
Letter to Txomin	Required to get Goblin Quest in Erromon	—
Lighthouse Scroll	[illegible]	—
Lunar Ring	+5 Armor	—
Mandrake	+25 Spell Battery, +3 Wizard	—
Marquis' Amulet	Control Marquis (spell)	—
Mercenary Belt	+1 Armor	—
Mirari Cloak	+2 Armor	—
Moon Gem	Detect Moon Phase (spell)	Min. 15 IN
Namer's Ring	+10 Spell Battery	—
Nightdrake Mantle	Darkness (spell), +2 Armor, +2 Stealth, +5 DX	—
Orlena's Scroll	Strength (spell)	Min. 2 Wizard
Pandara's Amulet	Transports Pandara to Desert Gate if you can't figure out the riddle	—
Phantom Cloak	+3 Stealth	—
Plate Gauntlets	+2 Armor	—
Rabisat's Asp	?	—
Ring of Healing	Photosynthesis (spell), +5 EN	—
Rope	+2 Thief	Must have a Thief in party
Shamsuk Amulet	+10 Spell Battery	—
Shield Amulet	Protection vs. magic, +10 Armor, -3 EN	—
Spiritdrake Helm	Resist Magic 100 percent, +1 Armor, +5 WL	—
Stormbreaker	Dispel Elemental (spell)	Min. 20 IN
Stormdrake Claws	Lightning (spell), +1 Armor	—
Tinker's Gloves	+1 DX, +2 Mechanician	—
Witch Ring	+2 Wizard	Min. 17 IN
Wizard Hat	+15 Spell Battery, +1 Wizard	—
Wizard's Wand	+20 Spell Battery, +1 Wizard	Min. 15 IN
Woodsman's Boots	+2 Ranger	—

Special Notes

 =Lunar-aspected character only
 =Solar-aspected character only

Potions

Name	Effect	Herbs Required	Spices Required	Gemstones Required	Alchemist Rank Required
Acid Flask	Continuous damage to target in combat	—	[illegible]	[illegible]	[illegible]
Antidote Potion	Prevents HP loss due to poison	[illegible]	[illegible]	—	[illegible]
Charisma Potion	Temporary bonus to Diplomat	[illegible]	[illegible]	[illegible]	[illegible]
Clarity Potion	Temporary bonus to Loremaster	—	[illegible]	—	[illegible]
Curing Potion	Recovers many HP	[illegible]	[illegible]	—	[illegible]
Defense Potion	Temporary bonus to Armor	—	—	[illegible]	[illegible]
Dexterity Potion	Temporary bonus to DX	[illegible]	2	—	[illegible]
Fire Flask	Damages targets in combat	—	[illegible]	[illegible]	[illegible]
Healing Potion	Recovers a few HP	[illegible]	—	—	[illegible]
Inferno Flask	More powerful Fire Flask	—	[illegible]	[illegible]	[illegible]
Restore Potion	Restores any stats affected by enemy magic	—	[illegible]	[illegible]	[illegible]
Sleep Gas Potion	Drains target's ST in combat	[illegible]	[illegible]	—	[illegible]
Stamina Potion	Recovers all ST	[illegible]	—	—	[illegible]
Stealth Potion	Temporary bonus to Stealth	[illegible]	[illegible]	—	[illegible]
Strength Potion	Temporary bonus to PS	[illegible]	—	[illegible]	[illegible]

Shields

Name	Protection	Defense	DX Modifier	Stealth Modifier	Other Abilities
Bronze Shield	+4	+4	-3	—	—
Buckler	+1	+2	—	—	—
Chaos Shield	+8	+8	—	—	—
Heater Shield	+3	+4	—	—	—
Hoplite Shield	+5	+5	-7	—	—
Jamdar Shield	+4	+8	-4	—	—
Kite Shield	+4	+5	-4	—	—
Large Shield	+3	+4	-3	—	—
Moon Shield	+5	+6	-3	+10	—
Scorpion Shield	+3	+5	-4	—	—
Sheridan's Shield	+4	+7	—	—	—
Small Shield	+2	+3	-1	—	—
Stardrake Aegis	+6	+8	—	—	Resist Star 100 percent
Sun Shield	+4	+9	-3	+10	—
Tower Shield	+5	+6	-4	—	—
Tu'chelak Shield	+3	+3	-4	—	—

Special Notes

 =Lunar-aspected character only

 =Solar-aspected character only

Armor

Name	Protection	DX Modifier	Stealth Modifier	EN Modifier	Other Abilities
Beast Hide	+2	-1	—	—	—
Chainmail	+5	-1	-5	—	—
Chaos Armor	+13	—	—	—	—
Chaos Robes	+10	-1	—	—	—
Cloth Armor	+1	—	+5	—	—
[illegible] Hide	+1	—	+20	—	—
Dragon Leather	+6	—	+10	—	—
Enchanted Hide	+4	-1	+5	—	—
Enchanted Plate	+9	-3	-15	—	—
Full Platemail	+7	-1	-10	—	—
Hellhound Hide	+4	-1	—	—	Resist Fire 50 percent
Idun Scale	+3	-2	-10	—	—
Imposed Plate Mail	+8	-3	-30	—	—
[illegible] Plate Mail	+12	—	—	+1	—
Jondar Leather	+7	—	+15	—	—
Leather Armor	+2	-1	—	—	—
Partial Platemail	+6	-3	-15	—	—
[illegible] Scale	+8	-3	-5	—	—
Royal Platemail	+10	-5	-15	—	—
Scale Armor	+4	-3	-10	—	—
Scorpion Scale	+7	-1	—	—	—
[illegible] Armor	+12	-1	—	—	—
Talewok Mail	+6	-1	—	—	—

Weapons: Hafted

Name	Min. PS	Hit Percent	Damage	Other Abilities/Effects
Battle Axe	14	65	3	—
Blood Axe	[illegible]	[illegible]	5	—
Chaos Maul	23	30	7	—
Club	10	40	2	—
Chaos Scythe	8	50	3	Debilitation (spell)
Cyclops Club	25	[illegible]	5	—
Elisbeth's Scythe	16	40	4	Wraith Touch (spell), +5 DX
Giant Axe	18	[illegible]	6	—
Great Axe	19	65	4	—
Jester's Mace (Lunar)	[illegible]	[illegible]	3	[illegible] (spell), Resist Necromancy 50 percent, +15 DX
Lizard King's Axe	22	75	5	+5 EN
Mace	15	55	3	—
Maul	19	45	5	—
Morningstar	18	[illegible]	4	—
Mace of Glory (Solar)	20	75	5	Light (spell), Lightning (spell)
Pickaxe	16	40	4	—
Scythe	18	45	4	—
Spellbreaker Axe	[illegible]	[illegible]	5	Mirror (spell), Resist Magic 50 percent, +5 WL
War Hammer	22	60	3	—

Weapons: Missile

Name	Min. PS	Hit Percent	Damage	Other Abilities/Effects
Bow of Accuracy	[illegible]	100	3	+5 DX
Bow of Shielding	[illegible]	[illegible]	[illegible]	Air Shield (spell)
Bow of Thunder	20	55	4	Lightning (spell)
Long Bow	[illegible]	[illegible]	[illegible]	
Short Bow	14	[illegible]	[illegible]	

Weapons: Pole

Name	Min. PS	Hit Percent	Damage	Other Abilities/Effects
Archmage's Staff	8	70	5	Spell Battery +10
Breklor's Firestaff	[illegible]	[illegible]	[illegible]	Dragon Flames (spell), Resist Fire 50 percent, Spell Battery +20
Chaos Staff	8	[illegible]	[illegible]	Dispel Elemental (spell), +15 Spell Battery
Ironwood Staff	[illegible]	[illegible]	[illegible]	—
Pike	18	[illegible]	3	—
Spear	[illegible]	[illegible]	[illegible]	—
Staff of Lugash	5	100	[illegible]	Web of Starlight (spell), Stellar Gravity, +30 Spell Battery

Weapons: Sword

Name	Min. PS	Hit Percent	Damage	Other Abilities/Effects
Broadsword	15	40	3	—
Dagger	[illegible]	[illegible]	[illegible]	
Dagger of Night	5	33	[illegible]	Darkness (spell), Resist Lunar 100 percent, +3 Stealth, +2 DX
Darmath's Sword	[illegible]	[illegible]	[illegible]	Whitefire (spell), Resist Necromancy [illegible] percent
Enchanted Blade	10	[illegible]	[illegible]	—
Firedrake Fang	[illegible]	[illegible]	[illegible]	Dragon Flames (spell), Resist Fire [illegible] percent
Ice Stiletto	16	[illegible]	3	Frozen Doom (spell), Resist Fire -40 percent
Gladius	[illegible]	[illegible]	[illegible]	—
Great Sword	22	40	4	—
Longsword	[illegible]	[illegible]	[illegible]	—
Sabre	10	[illegible]	[illegible]	—
Sheridan's Sword	[illegible]	[illegible]	[illegible]	Poison (spell)
Short Sword	10	[illegible]	[illegible]	—
Sword of Might	[illegible]	[illegible]	[illegible]	+[illegible] PS
Tanto	[illegible]	[illegible]	1	
Warfang	[illegible]	[illegible]	[illegible]	Darkness (spell), Top Stamina, Spell Battery +[illegible]

Weapons: Thrown

Name	Min. PS	Hit Percent	Damage	Other Abilities/Effects
Cyclops Hurlstar	10	[illegible]	5	—
Dart of Distance	[illegible]	[illegible]	[illegible]	—
Dragon Fang	8	60	4	—
Hatchet	11	[illegible]	[illegible]	—
Javelin	16	[illegible]	4	—
Manticore Spikes	[illegible]	[illegible]	[illegible]	—
Poison Darts	8	20	[illegible]	Poison (spell)
Throwing Iron	[illegible]	[illegible]	[illegible]	—

Appendix C: Monsters & Enemies

Monsters & Enemies

Name	Level	Aspect	School	Melee Attack	Missile Attack	Magic	Resistance (percent)	Hit Points	XP Value
Bandit Boss	8–12	Lunar or Solar	Necromancy	Enchanted Blade, Longsword, or Broadsword	Heartseeker Bow, Great Bow, or Long Bow	Tap Stamina, Haste, Darkness, Spirit Shield, Wall of Bones	—	[illegible]	[illegible]
Bandit, Human	4–17	Solar	Chaos or Neutral	Longsword, Broadsword, or Sabre	Dragon Fang, Throwing Iron, or none	—	—	52–93	450–3975
Bandit, Woodsman	[illegible]	Solar	Chaos	Longsword, Broadsword, or Sabre	Heartseeker Bow or Long Bow	—	—	44–80	450–3075
Barrow Guardian [illegible]	[illegible]	Lunar	Star	Chaos Sword	—	Whitefire, Frozen Doom, Dispel Star	Physical (100)	[illegible]	[illegible]
Barrow Guardian [illegible]	[illegible]	Lunar	Star	Chaos Sword	—	Whitefire, Frozen Doom, Dispel Star, Mirror	Physical (100), Magic (50)	[illegible]	[illegible]
Barrow Guardian [illegible]	[illegible]	Lunar	Star	Firedrake Fang	—	Whitefire, Dragon Flames, Frozen Doom, Dispel Star	Physical (100), Fire (50)	[illegible]	[illegible]
Barrow Guardian [illegible]	[illegible]	Lunar	Star	Chaos Sword	—	Frozen Doom, Dispel Star, Whitefire, Darkness	Physical (100)	[illegible]	[illegible]
Barrow Guardian [illegible]	[illegible]	Lunar	Star	Chaos Sword	—	Whitefire, Frozen Doom, Starlight Shield, Dispel Star	Physical (100), Star (50)	[illegible]	[illegible]
Barrow Guardian [illegible]	[illegible]	Lunar	Star	Chaos Sword	—	Whitefire, Frozen Doom, Dispel Star, Lightning	Physical (100)	[illegible]	[illegible]
Barrow Guardian [illegible]	[illegible]	Lunar	Star	Chaos Sword	—	Whitefire, Dispel Star, Frozen Doom	Physical (100)	[illegible]	[illegible]
Bat, Giant	2	Lunar	Necromancy	Rat Bite	—	—	Solar (-25)	17	75
Bear	10	Lunar	Neutral	Bear Bite	—	—	—	[illegible]	[illegible]
Bear, Cave	[illegible]	Lunar	Chaos	Troll Claw	—	—	—	[illegible]	[illegible]
Boar	[illegible]	Solar	Neutral	Boar Tusk	—	—	—	[illegible]	[illegible]
Boar, Giant	8	Solar	Chaos	Boar Tusk	—	—	—	[illegible]	900
Chaos Lieutenant	25	Lunar	Chaos	Chaos Deathwing	—	Debilitation, Vs. Elemental, Wall of Bones, Whitefire	Physical (25), Magic (25)	165	7500
Chaos Major	[illegible]	Lunar	Chaos	Chaos Flameblade	—	Fireball, Stellar Gravity, Immolation, Vs. Naming	Solar (50)	[illegible]	[illegible]
Chaos Mauler	20	Lunar	Chaos	Blood Axe	—	Vs. Elemental, Darkness, Dragon Flames, Frozen Doom	Physical (75)	[illegible]	[illegible]
Chaos Spawn	[illegible]	Solar	Chaos	Chaos Tail	Spikes	Haste	—	[illegible]	[illegible]

Monsters & Enemies

Name	Level	Aspect	School	Melee Attack	Missile Attack	Magic	Resistance (percent)	Hit Points	XP Value
Chaos Slayer	[illegible]	Lunar	Chaos	Chaos Sword		Debilitation, Starlight Shield, Earth Smite, Haste	Physical (75)	[illegible]	[illegible]
Chaos Sorcerer	11	Solar	Chaos	Chaos Sword	—	Web of Starlight, Starlight Shield, Whitefire, Lightning	Magic (25)	[illegible]	[illegible]
Chaos Spellweaver	11	Solar	Chaos	Chaos Scythe	—	Wall of Bones, Darkness, Crushing Death, Clumsiness, Mirror	Magic (25)	[illegible]	[illegible]
Chaos Stormer	11	Solar	Chaos	Chaos Maul	—	Lightning	—	[illegible]	[illegible]
Chaos Trooper	11	Solar	Chaos	Blood Axe	—	Earth Smite	—	[illegible]	[illegible]
Chaos Warrior	[illegible]	Solar	Chaos	Pike	—	—	—	[illegible]	[illegible]
Cyclops	11	Solar	Neutral	Club	Cyclops Hurlstar	—	Lunar (25)	[illegible]	[illegible]
Darkenbat	[illegible]	Lunar	Chaos	Berserk Bite	—	—	Solar (-50)	[illegible]	[illegible]
Dracowyrm	[illegible]	Solar	Neutral	Wyvern Sting	—	—	Lunar (-50)	[illegible]	[illegible]
Dryad, Female	[illegible]	Solar	Elemental	—	—	Debilitation, Wind, Lightning	Physical (50), Magic (50)	[illegible]	—
Dryad, Male	[illegible]	Solar	Elemental	—	—	Lightning, Earth Smite, Mirror	Physical (50), Magic (50)	[illegible]	[illegible]
Dust Devil	[illegible]	Solar	Elemental	—	—	Debilitation, Wind, Lightning	Physical (75), Air (100)	[illegible]	[illegible]
Elemental, Air	[illegible]	Solar	Elemental	Air Fist	—	—	Physical (100), Air (100)	[illegible]	[illegible]
Elemental, Earth	[illegible]	Solar	Neutral	Earth Fist	—	—	Physical (100), Earth (100)	[illegible]	[illegible]
Elemental, Fire	[illegible]	Solar	Elemental	Fire Touch	—	—	Physical (100), Fire (100)	[illegible]	[illegible]
Elemental, Water	[illegible]	Lunar	Elemental	Earth Fist	—	Debilitation	Physical (100), Water (100)	[illegible]	[illegible]
Firelord	[illegible]	Solar	Elemental	Fire Touch	—	Immolation, Dragon Flames, Fireball, Light	Physical (100), Magic (50)	[illegible]	[illegible]
Goblin	[illegible]	Solar	Neutral or Chaos	Sabre or Broadsword	None or Long Bow	—	—	[illegible]	[illegible]
Goblin Poisoner	[illegible]	Solar	Necromancy or Chaos	Sabre	Poison Dart	—	—	[illegible]	[illegible]
Goblin Scout	[illegible]	Solar	Chaos	Sabre	Short Bow or Great Bow	—	—	[illegible]	[illegible]

Monsters & Enemies

Name	Level	Aspect	School	Melee Attack	Missile Attack	Magic	Resistance (percent)	Hit Points	XP Value
Goblin Sergeant	[illegible]	Solar	Naming or Chaos	Sabre or Longsword	Short Bow or Hatchet	—	—	[illegible]	[illegible]
Golem, Clay	[illegible]	Solar	Chaos	Earth Fist	—	—	Physical (75), Magic (50)	[illegible]	[illegible]
Golem, Stone	[illegible]	Solar	Neutral	Earth Fist	—	—	Physical (50), Magic (50)	[illegible]	[illegible]
Gorgon	[illegible]	Lunar	Star	Enchanted Blade	—	Frozen Doom	Physical (50)	[illegible]	[illegible]
Gryphon	[illegible]	Solar	Neutral	Buzzard Bite	—	—	—	[illegible]	[illegible]
Harpy	[illegible]	Lunar	Necromancy	Dragon Claws	—	Tap Stamina	—	[illegible]	[illegible]
Hellhound	[illegible]	Solar	Elemental	Wolf Bite	Dragon Breath	Dragon Flames	Physical (25), Fire (100)	[illegible]	[illegible]
Hobgoblin	[illegible]	Solar	Necromancy	Great Axe	—	Tap Stamina, Crushing Death, Spirit Shield	Naming (-25)	[illegible]	[illegible]
Kkrerk the Goblin King	[illegible]	Solar	Necromancy	Warfang	—	Tap Stamina, Spirit Shield, Crushing Death	Naming (-25)	[illegible]	[illegible]
Lava Hound	[illegible]	Solar	Elemental	Buzzard Bite	Dragon Breath	Immolation	Fire (100), Water (-100)	[illegible]	[illegible]
Lizard Man	[illegible]	Solar	Elemental	Pole Axe or Lizard King's Axe	—	—	or Fireball, Vs. Elemental	[illegible] or 145	[illegible]
Lizard Man Sergeant	[illegible]	Solar	Elemental	Poleaxe	Javelin	—	Water (25)	90	[illegible]
Lugoth the Undead King	[illegible]	Lunar	Necromancy	Staff of Lugoth	—	Whitefire, Clumsiness, Darkness, Crushing Death, Wall of Bones	Physical (100), Magic (100)	[illegible]	[illegible]
Manticore	[illegible]	Solar	Neutral	Bear Bite	Spikes	—	—	[illegible]	[illegible]
Margoyle	[illegible]	Solar	Chaos	Buzzard Bite	Dragon Breath	Clumsiness, Haste	Magic (75), Physical (75)	[illegible]	[illegible]
Minotaur	[illegible]	Lunar	Neutral	Minotaur Butt	—	—	—	[illegible]	[illegible]
Minotaur Lord	[illegible]	Lunar	Chaos	Minotaur Butt	—	—	Magic(50)	[illegible]	[illegible]
Ogre	[illegible]	Solar	Neutral or Chaos	Giant Axe	—	—	—	[illegible]	[illegible]
Ogre Boss	[illegible]	Solar	Neutral	Giant Axe	Hatchet	—	—	[illegible]	[illegible]
Pachangarat	[illegible]	Solar	Chaos	Fire Touch	—	Fireball, Mirror, Crushing Death, Frozen Doom	Physical (75), Magic (75)	[illegible]	[illegible]
Prince Meridian	[illegible]	Lunar	Necromancy	Meridian's Sword	—	—	Magic (75), Physical (75)	[illegible]	[illegible]

Monsters & Enemies

Name	Level	Aspect	School	Melee Attack	Missile Attack	Magic	Resistance (percent)	Hit Points	XP Value
Rat, Giant	1	Lunar	Neutral	Rat Bite	—	—	—	[illegible]	[illegible]
Rat, Tomb	4	Lunar	Chaos	Rat Bite	—	—	Fire ([illegible])	44	[illegible]
Salamander	[illegible]	Solar	Neutral	[illegible] Bite	Gaze	—	Fire ([illegible])	[illegible]	[illegible]
Sand Worm	20	Solar	Neutral	Venom Spit	Venom Spit	—	Fire ([illegible]), Earth ([illegible])	[illegible]	[illegible]
Scorpion, Giant	15	Solar	Neutral	Scorpion Sting (Poison)	—	—	—	[illegible]	[illegible]
Scorpion, Large	4	Solar	Chaos	Scorpion Sting (Poison)	—	—	—	[illegible]	[illegible]
Shadow (Wandering Spirit)	[illegible]	Lunar	Chaos	—	—	Spirit Shield, Vs. Elemental, Vs. Naming, Vs. Necromancy, Vs. Star	Physical (100), Magic (100)	6	[illegible]
Shamsuk the Necromancer	[illegible]	Lunar	Necromancy	Shamsuk's Staff	—	Weakness, Wall of Bones, Haste, Acid Bolt, Crushing Death	Magic ([illegible]), Physical ([illegible])	[illegible]	[illegible]
Skeleton	8 or [illegible]	Lunar	Chaos or Neutral	[illegible] or Longsword	—	—	Cutting (75), Smashing ([illegible])	[illegible] or [illegible]	[illegible] or [illegible]
Skeleton Archer	[illegible]	Lunar	Chaos	Short Sword	Hunter's Bow	—	Cutting (75), Smashing ([illegible])	[illegible]	[illegible]
Skeleton, Giant	[illegible]	Lunar	Chaos	Maul	—	—	Cutting (75), Smashing ([illegible])	[illegible]	[illegible]
Troll	[illegible]	Lunar	Neutral	Troll Claw	—	—	Fire ([illegible])	[illegible]	[illegible]
Wight	16	Lunar	Star	Chaos Sword	—	Frozen Doom, Dispel Star, Whitefire	Physical (100), Magic ([illegible])	[illegible]	[illegible]
Wolf	[illegible]	Lunar	Neutral	Wolf Bite	—	—	Lunar ([illegible])	[illegible]	[illegible]
Wolf, Dire	[illegible]	Lunar	Chaos	Wolf Bite	—	—	Lunar ([illegible])	[illegible]	[illegible]
Wolf, Spirit	12	Lunar	Necromancy	Spirit Bite	—	Darkness, Exhaustion	Physical (100), Lunar ([illegible])	[illegible]	[illegible]
Wraith	20	Lunar	Necromancy	Wraith Touch	—	Wraith Touch, Darkness	Physical (100), Magic ([illegible])	[illegible]	[illegible]
Wyvern	11	Solar	Star	Pseudodragon Sting	—	Mirror, Web of Starlight, Light	Air ([illegible]), Magic ([illegible])	[illegible]	[illegible]
Zombie	15	Lunar	Neutral	Zombie Fist	—	—	Physical ([illegible]), Magic ([illegible])	[illegible]	[illegible]
Zombie, Plague	20	Lunar	Chaos	Plague Claw (Poison)	—	—	Physical ([illegible]), Magic ([illegible])	[illegible]	[illegible]

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